NEW GAMES!

DEVIL MAY CRY 2

BEELZE-BLUB? First review of the shocking sequel...

METAL GEAR SOLID 2 SUBSTANCE

OTACON-TEMPT? Get the long-awaited PSM2 verdict.

MORTAL KOMBAT

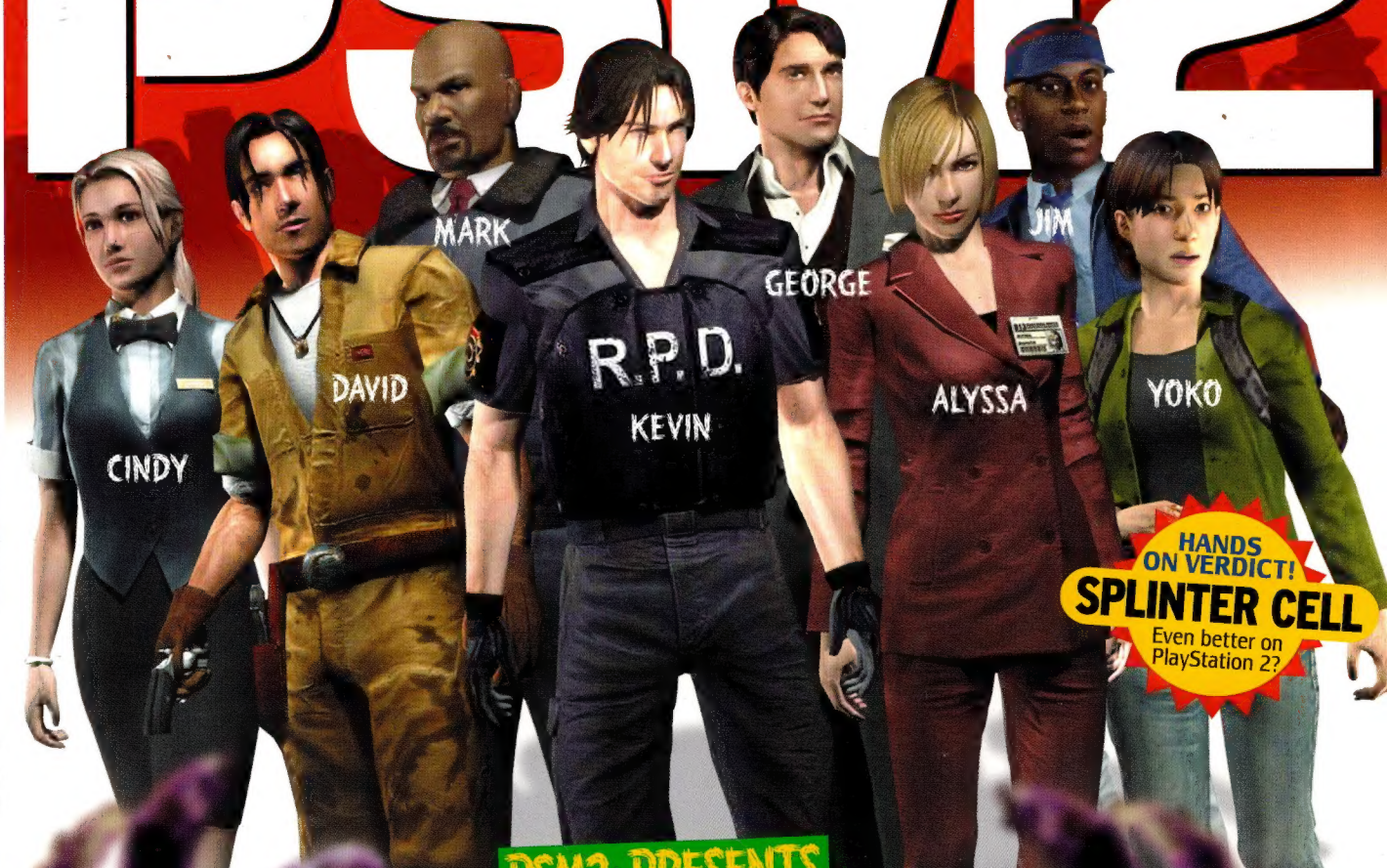
KANO BELIEVE IT? Every Fatality and Koffin revealed.

TENCHU 3

NINJA NUTS? Then read our cutting edge preview inside!

NO.1 FOR PLAYSTATION.2

PSM2



HANDS ON VERDICT!
SPLINTER CELL
Even better on PlayStation 2?

PSM2 PRESENTS

An unholy army of the undead straight outta Raccoon City, hell bent on feasting on human brains...

SEE IT IN THE MAG!
WATCH IT ON DVD!

RESIDENT EVIL ONLINE

WORLD EXCLUSIVE!

Eight people. Ten thousand rabid zombies. One way out. Who will make it? You decide...

READ BY REAL PS2 GAMERS

PLUS: THE SHARPEST REVIEWS IN THE BUSINESS

Primal / **Pro Evolution Skateboarding** / Rygar: The Legendary Adventure / **Dr Muto** / Pac-Man World 2 / **ATV Quad Power Racing 2** / Pro Evolution Snowboarding / **Centre Court: Hard Hitter 2** / Shrek Super Party / **More...**

future games
The first choice for gamers
MARCH 2003
£3.49
03
9 771471 496043
gamesradar.com

Create the characters. Enjoy the chaos.

PlayStation.2

Then get out of the madhouse! Living with your nagging mum isn't easy. So it's time to spread your wings as a Sim on Playstation 2. You'll need to find a job and a new place to live, so why not make it a bachelor pad and find your soul-mate while you're at it? Arm yourself with the arsenal you'll need to succeed: a strip poker table, a nice stereo, and if you make it to level five, the all-powerful 'Love Tub'. Play head-to-head or go solo in the level based mission and unlock new items and other goodies. And look out for the Monkey Butler who'll pander to your every whim. Create and control your cast of characters in The Sims™ on Playstation 2. It's what your thumbs are for.

EA GAMES

Challenge Everything™

www.thesims.uk.ea.com

RESULT!

CK BOXING vs JUI JITSUI vs TAE KWON DO

"Broken bones, excruciating submissions and one punch knock-outs... the most brutally realistic beat-'em-up... ever"
Games Radar

"The most violent sport in the world"
PSM2

© 2001, 2002 Dream Stage Entertainment, Inc. Exclusively licensed to THQ Inc. worldwide, except in Japan. THQ and its logo are registered trademarks of THQ Inc. All Rights Reserved.
"PlayStation 2" and "PS" are registered trademarks of Sony Computer Entertainment Inc. All Rights Reserved.

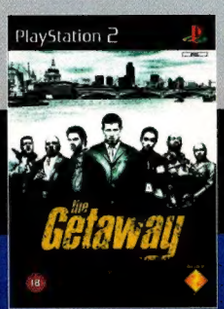
PlayStation.2

PRIDE
FIGHTING CHAMPIONSHIPS

www.thq.co.uk/pride

THQ

"PlayStation" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. "The Third Place" is a trademark of Sony Computer Entertainment Europe. The Getaway © Sony Computer Entertainment Europe.



This is the Getaway. Over 28 square miles of London's streets, motors, drug dens, strip clubs, criminals and guns, captured in perfect detail. Ready to see the sights?

www.thegetaway.co.uk
uk.playstation.com

PlayStation 2

THE PARANOIA PLACE THE SADISTIC PLACE THE HOSTILE PLACE THE THIRD PLACE

WELCOME TO PSM2

PSM2 COVER GAME! PG26

RESIDENT EVIL ONLINE

PSM2 munches the brains behind Capcom's online revolutionary horror so you can feast on the details.

"TRUE LOVE, OH-BABY, TRUE LOVE, OH-BABY..." MADS WAS RIGHT...

We're not in the business of telling lies. Y'know, aside from making the odd honest gaff or excitable claim, we've never sold you short... not like magazines that print shots of *Winning Eleven 6: Final Evolution* and pretend it's *PES3*, or claim to have a 'World Exclusive' report on *The Matrix* when all they've done is copied Joel's feature. Who are they kidding? We notice these things. It's part and parcel of the fact that we *care*... and all that's left is to get on with doing what we do best; bringing you the facts and – even when it hurts to admit it – our honest opinion.

Y'see, a big part of avoiding the lies, is knowing when to tell the truth. And if that truth means telling you that *Devil May Cry 2* isn't all we hoped – grab our shock verdict on pg80 – or that we're concerned about the year ahead for PS2, enough to dedicate most of our news section to a disturbing investigation on pg22, then that's what we'll do.

Truth is it's a cloudy start to the year, but you *will* find that silver lining. We've got *Tomb Raider: TAOD* – sure, it's been delayed *again*, but we're honestly excited – and there's the prospect of networked gaming – get the bug with our flesh-tingling *Resi Online* exclusive on pg26. Plus the promise of *The Matrix*, and Sony's (we've been tipped off about this, and it's going to be BIG) *Halo*-beating FPS showing its face for the first time at E3 2003.

All innovative titles, all potential triple As and all reasons to look forward rather than back – and that's the truth.

THE PSM2 TEAM

BY CHOOSING BRITAIN'S BEST PS2 MAG, EVERY MONTH WE GUARANTEE YOU:

THE SHARPEST OPINIONS

Unlike other magazines, we're not 'in bed' with the industry – we can write what we want, when we want. We're the only mag to bring you hands-on verdicts of games while they're still being made and it's against PSM2's reviews that others are judged. Our readers always come first and we'll never betray your trust.

THE CLEAREST INFORMATION

Don't put up with magazines that give you 400 words of indulgent drivel before they actually start talking about a game. PSM2 gets straight to the point while the others are still up their own arses. No-one comes close to the quality of our writing and we guarantee you the best, most exclusive screenshots every single issue.

THE RICHEST DETAIL

We play games longer and harder than anyone else and stuff every page with the detail we find. We want to show you what it's like to feel the rain on the screen in *Metal Gear Solid 2* and floor an Audi TT around central London in *The Getaway*. The result? By reading PSM2, you're the most informed people on the planet.

THE BIGGEST GAMES

As well as bringing you unrivalled coverage of every new UK game, we review the biggest titles as soon as they hit Japan and America – so you know which ones are worth waiting for. If a game's not in PSM2, it's not worth knowing about. Anyone who decides to sneak a game on to the shelves behind our backs can't be trusted.

THE HOTTEST DVD ACTION

Forget a disc full of developer-approved CG and misinformed, patronising press release voiceovers – we carry more in-game footage than any other mag. In fact, we show you more games in action, full stop (don't let inferior mags try and tell you otherwise). No-one can better the kind of inside info we get. You won't miss a thing. And it's all free.

WARNING: PSM2 ISN'T ABOUT...

Piss-poor, seen-it-before features on girls 'n' games. Or game violence. Or piracy in the games industry. It's not about *those* Japs being mad or D-list celebrities playing some random title. We don't review music CDs or ice creams. We won't waste space with such clichéd trash – we'll let other magazines do that.

PSM2 • OFTEN IMITATED • NEVER BETTERED

PLAYSTATION 2 MAGAZINE

PSM2

CONTENTS

コンテンツ

PLAYING PS2 LONGER, HARDER, FASTER

コンテンツ

PSM2

NETWORKED WET-WORK AS *RESI* GOES ONLINE!

PG26

WORLD EXCLUSIVE!

34

PAGES PILED WITH PRECISION REVIEWS. NEW UK TITLES KICK OFF ON PG60

DEVIL MAY CRY 2 ..... PAGE 80

Does double the discs mean double the fun?

CASTLE WOLFENSTEIN ..... PAGE 40

See how id plan to beat EA at their own war game...

EVOLUTION SNOWBOARDING ..... PAGE 68

It's survival of the slickest with Konami's snow shaker.

RESIDENT EVIL ONLINE

Your line's dead, you've got crawl-girls knocking at your door, and there's definitely something nasty hanging on your telephone. Welcome to Capcom's first full-scale revelation about just what you can expect when tele-*Resi* bursts over the PS2 network. PLUS an exclusive run-down of their upcoming titles for 2003. It's all awaiting your fresh flesh on pg26...

TENCHU: WRATH OF HEAVEN ..... PAGE 48

Rikimaru tries to out-Snake Snake in our stealth overload.

WAR OF THE MONSTERS ..... PAGE 44

Go ape, go robo, go 30 storeys high with Sony's monster mash.

THIS MONTH IN PSM2

16 ACCELERATOR

The place with the hottest PS2 stories: news from developers, insider gossip and release info.

Christmas Winners 16
Mortal Kombat Competition . 18
Bytesize 18
Ones To Watch Out For 20
PSM2 Special Investigation .. 22

34 COMING SOON

PSM2 goes hands-on with tomorrow's big games first.

Splinter Cell 34
Castle Wolfenstein 40
Galerians: Ash 42
War of the Monsters 44
Dakar 2 46
Tenchu: Wrath of Heaven 48
Music 3 50

124 OVERLOAD

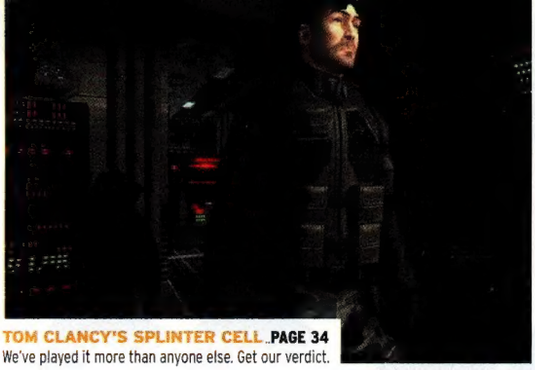
Fear Effect 124
Final Fantasy 10-2 125
King of Route 66 125
Ice Nine 125
Die Hard: Vendetta 126
Dynasty Warriors 4 127
Moto GP 3 127

EVERY ISSUE

Letters 8
Absolute PS2 94
Subscriptions 120
Next Issue 128
Last Laugh 130

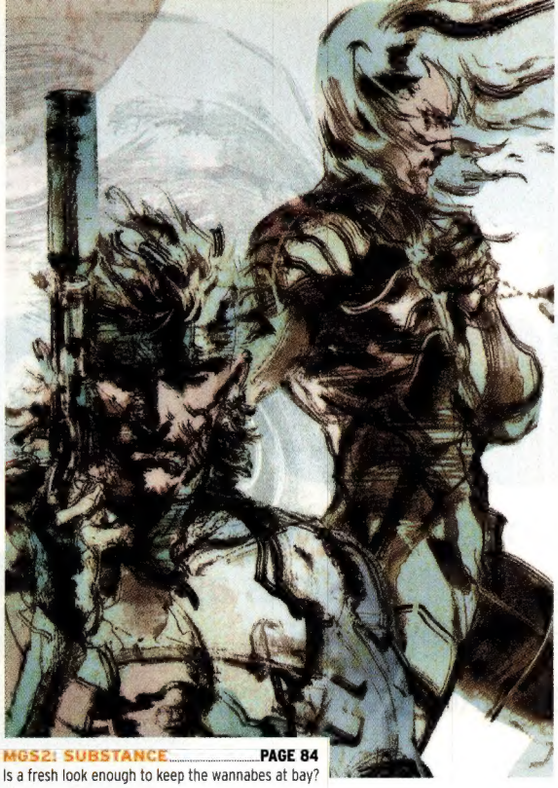
CONTENTS

"JOEL'S PLEASURE DOME" - PG179

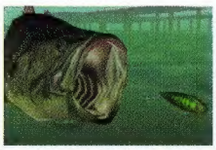


TOM CLANCY'S SPLINTER CELL ..PAGE 34
We've played it more than anyone else. Get our verdict.

PRIMAL .....PAGE 62
The only independent review clued-up gamers can trust.



MGS2: SUBSTANCE .....PAGE 84
Is a fresh look enough to keep the wannabes at bay?



"BASS! HOW LOW CAN YOU GO? HOW ABOUT 55%? IS THAT LOW ENOUGH?" SEGA BASS FISHING DUEL - PG75

NEW TO PSM2?

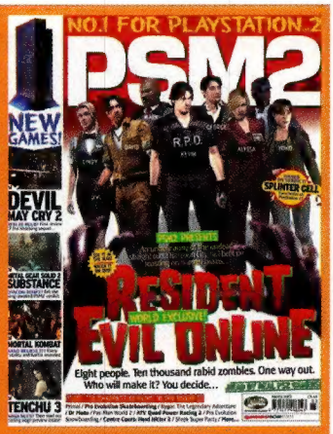
WE RECOMMEND YOU GO HERE FIRST...

10 ON YOUR DVD
If you're keen, you've already seen this month's awesome DVD. If not, flick back here now and check out what you've got to watch when you get home...

12 LETTERS
Find out what *real* PS2 gamers are talking about.

16 ACCELERATOR
You don't get shots you've seen elsewhere or re-written press releases here. Just bull-free facts and informed opinion. Find out what's *really* important now.

26 RESIDENT EVIL ONLINE
You've seen the footage before anyone else – now get the facts first. We speak to the head of development, we listen, we bring you the results...



ISSUE #33 "SCREAM TEAM"
Technology-wise, we always thought the dependency on rendered backgrounds would eventually see *Resi* fall from grace. But, after getting switched on to the idea of fighting the T-virus, we're convinced this one'll leave *Code: Veronica X* standing.

60 REVIEWS

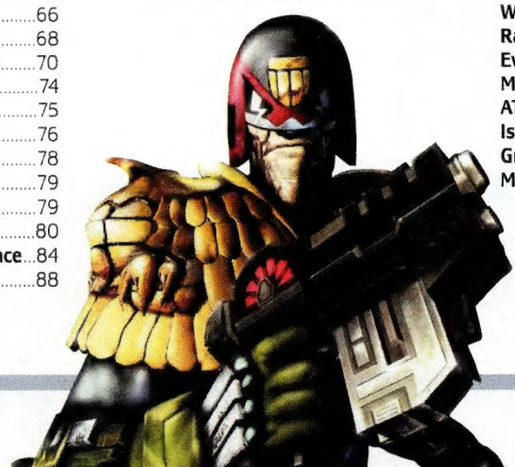
Don't go shopping for PS2 titles unless you've checked out our essential scores first.

Primal 62
Evolution Skateboarding 66
Evolution Snowboarding 68
Dr Muto 70
Pac-Man World 2 74
Sega Bass Fishing Duel 75
ATV Quad Power Racing 2 76
Centre Court Hard Hitter 2 78
Shrek Super Party 79
Island Extreme Stunts 79
Devil May Cry 2 80
Metal Gear Solid 2: Substance 84
Rygar 88

FEATURES

Exetended PSM2 coverage of major new titles.

We ♥ Capcom 26
Dredd Versus Death 55



102 PRO TIPS

Training you in the dark arts of PS2.

Tony Hawk's Pro Skater 4 102
James Bond 007: Nightfire 102
The Getaway 103
World Rally Championship 2 103
Ratchet & Clank 104
Evolution Skateboarding 104
Metal Gear Solid: Substance 104
ATV Quad Power Racing 2 104
Island Extreme Stunts 104
Grand Theft Auto: Vice City 110
Mortal Kombat: DA 114

DVD

The pick of this month's DVD releases reviewed ..90

YOUR QUICK FLICK GUIDE!

GAME NAME	PAGE	SECTION
Amplitude	20	Accelerator
ATV Quad Power Racing 2	76/104	Reviews/Pro Tips
Centre Court Hard Hitter 2	78	Reviews
Club Football	20	Accelerator
Cy Girls	20	Accelerator
Dakar 2	46	Previews
Dance Dance Revolution Max	127	Overload
Devil May Cry 2	80	Reviews
Die Hard: Vendetta	126	Overload
Dr Muto	70	Reviews
Drag-on Dragoon	127	Overload
Dredd Versus Death	55	Feature
Dynasty Warriors 4	127	Overload
Fear Effect	124	Overload

Final Fantasy 10-2	125	Overload
Evolution Skateboarding	66/104	Reviews/Pro Tips
Evolution Snowboarding	68	Reviews
Galerians: Ash	42	Previews
Getaway, The	103	Pro Tips
Grand Theft Auto: Vice City	110	Pro Tips
Hunter: The Reckoning	127	Overload
Ice Nine	20/125	Accelerator/Overload
Indy Car Series	20	Accelerator
Island Extreme Stunts	79/104	Reviews/Pro Tips
James Bond 007: Nightfire	102	Pro Tips
King of Route 66	125	Overload
MGS2: Substance	84/104	Reviews/Pro Tips
Mortal Kombat: DA	114	Pro Tips
Moto GP 3	127	Overload
Music 3	50	Previews
NBA Street 2	20	Accelerator
Pac-Man World 2	74	Reviews
Primal	62	Reviews
Ratchet & Clank	104	Pro Tips
Castle Wolfenstein	40	Previews
Rygar	88	Reviews
Sega Bass Fishing Duel	75	Reviews
Shrek Super Party	79	Reviews
Silent Hill 3	20	Accelerator
Soul Calibur 2	20	Accelerator
Splashdown 2	20	Accelerator
Tom Clancy's Splinter Cell	34	Previews
Tony Hawk's Pro Skater 4	102	Pro Tips
Tenchu: Wrath of Heaven	48	Previews
War of the Monsters	44	Previews
World Rally Championship 2	103	Pro Tips

MORTAL KOMBAT: DA .....PAGE 114
Every Koffin prized gently open and every fatality Kaptured in our eye-taxing Konfessional *<kough>*.

"THE ORANGE WRITING TELLS YOU WHAT SECTION YOU'RE IN – THE BLUE HIGHLIGHTS WHAT YOU'RE ABOUT TO CHOOSE"

PSM2DVD 33

'Sup. PSM2 be comin' through clear with nothin' but style, flowing with DVD firsts as wild as the Nile. Don't be suckered, stick with us. We crush the rest like Styro cups.

DVD/MAGAZINE SYSTEM
PSM2DVD
VOL. 33 The HOTTEST games // The No.1 choice
WORLD FIRST!
15
NEW! SPLINTER CELL
NEW! GTA: VICE CITY TIPS
NEW! WAR OF THE MONSTERS
NEW! DARK CHRONICLE
WARNING: FEATURES SCENES THAT MAY DISTURB
RESIDENT EVIL ONLINE
MIND-BLOWING EXCLUSIVE! Do you have the stomach to view the most shocking Resi yet?
DEVIL MAY CRY 2
DANTE TRY THIS AT HOME: Intense new footage exclusive to PSM2! See the best the game has to offer right now!
FIRST
OK
15

RESIDENT EVIL ONLINE

Right. Stop what you're doing, and slip the new disc into your PS2 right now – you don't want to delay this any longer than you have to. This month we're proud to exclusively premiere the brand new trailer of the game that's promising to change PS2 forever, *Resident Evil Online*. You won't believe your eyes. Crisp, hi-res action available NOWHERE else – you get all the Resi you need right here in PSM2. There's also exclusive insider info on page 26, an interview with the man leading the game's development (we've been given exclusive access, see), a guide to the must-see moments of the footage and... oh, forget that for a minute. Put the disc in your machine...

That's not the end of the Capcom exclusives either – *Devil May Cry 2*'s nearing its UK release, and, in recognition of your patience, we've secured the first showing of an incredible new trailer. Bongo!

GET THE MOST FROM YOUR DISC...

DOLBY 5.1 SOUND

The PSM2 DVD now sports full 5.1 support with portions of the DVD soundtrack and, where available, the game noise itself being presented in full Dolby Digital 5.1 surround sound. If you don't have the gear, fret not. Our disc works perfectly in stereo or mono.

PIN-SHARP PICTURE

We've optimised the presentation of the disc to provide high quality playback on any TV using any connection. But for maximum enjoyment, we recommend you get hold of a lead with S-Video connection for your PS2 (around £15). Either that or watch the disc in RGB-o-vision with a regular DVD player.

SYSTEM MODIFICATIONS

Want to make your DVD playback even louder and sharper through the lead that came with your PS2? Simply pause your disc (by pressing ▶) and locate the Set-Up option (top row and right). Go to Audio options and set the DVD Volume option to +2. Do the same for DVD Sharpness.

COMPLETE BUYER'S GUIDE

The PSM2 DVD isn't just a monthly collection of the hottest in-game action from the biggest new titles. It also features a review vault of every PS2 game, plus video-reviews of our top recommendations. Finished watching the footage? Try out our unique branching directory.

SHHH. IT'S A SECRET...

Finally, when you think you've explored the disc completely, you haven't. We've deposited some secret footage on the DVD. As always, we'll reveal where it was and what it was next month. In the meantime, to find out how to unlock last disc's egg, see over there...

THE BEST GAMES • THE BIGGEST DISC

NEW TO PSM2? START HERE...

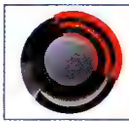
1. THE MONOLITH

After thrilling to our full-on DVD intro, your journey through harsh reality brings you to the PSM2 Monolith – a peaceful and perfect place where you can choose from one of five PSM2 game-realms to visit.

THE MONOLITH: Here's where your journey starts. Explore every section to release three and a half hours of entertainment.

2. GETTING AROUND

Whether you're using a DualShock 2, PS2 remote, using a PC's mouse or simply watching through a DVD player, it's simple to find what you want. Here's the PS2 basics...

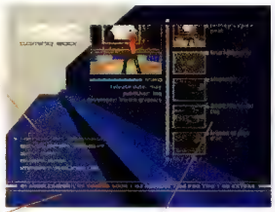


While you're watching Reviews, click down the R3 Analogue stick to hear what the PSM2 team think...

3. BROWSING

Your DVD has five main sections: Accelerator, Coming Soon, Reviews, Pro Tips and Extras. Each of these is split further for your ease and entertainment.

THE SUB NAVIGATOR
In each section you can move the blue highlight left to this column and choose similar parts of the disc.



MAIN MENU
Move the blue highlight down here to access all the other sections of the DVD – no need to go back to the start. Magic.

GAMES
Scroll the blue highlight up and down here – click ⊗ once to select, then again to play.

EASY GUIDE Orange shows you what section you're in, blue what you're about to choose.

THIS MONTH'S HIGHLIGHTS...

DEVIL MAY CRY 3: Dante and Lucia revealed in an brand new, unseen, exclusive PSM2 trailer

SPLINTER CELL: First PS2 action of the stunning stealth title.

TENCHU 3: Sneaky ninja violence makes a welcome return.

WAR OF THE MONSTERS: B-Movie monster madness from SCEE

ACCELERATOR

The biggest developments from around the globe in one eye-rinsing news burst.

Press ⊗ to play the newsreel.

COMING SOON

Home to upcoming games, it's split into five zones.

Hands-On Previews
All the latest game footage and trailers.

Developer Insight
We corner friends from the videogame world and make them speak for you.

Spy Cam
Our game spies are always ready to bag behind-the-scenes footage that other mags wouldn't even dare to record. It's exclusive, for your eyes only.

Overload
It's the best of the rest – exactly the same as in the magazine.

Import Round-Up
From hot new games to multi-million best sellers. Here's what's moving and shaking in Japan right now.

Press ← to use the Sub Navigator and make a selection.

REVIEWS

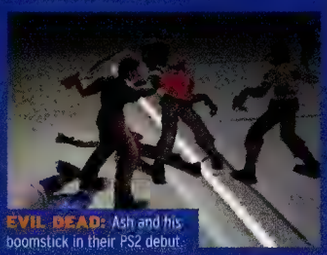
All the insight of PSM2's famous reviews on a DVD.

Recent Releases
See 'em in action, check the PSM2 verdict and listen to the team emptying their heads into your ears.

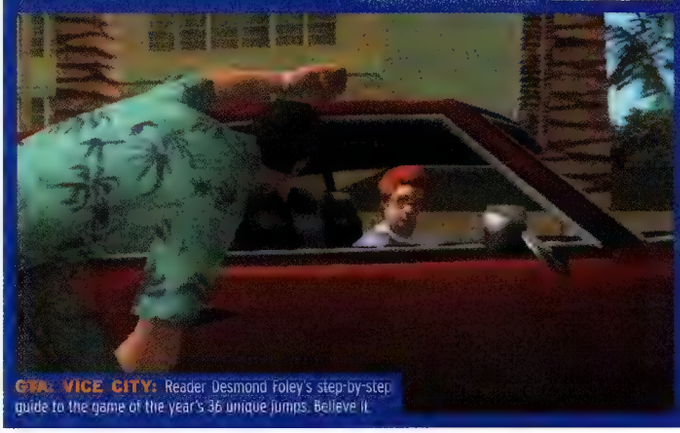
Absolute PS2
A unique branching directory of every PSM2 review – an essential resource, updated every month.

Must Buy
We've broken down the entire PS2 back catalogue into popular types of game. Choose your favourite genre, and then check out our recommended titles – click ⊗ to see the review and R3 for commentary.

Press ← to use the Sub Navigator and make a selection.



EVIL DEAD: Ash and his boomstick in their PS2 debut.



GTA: VICE CITY: Reader Desmond Foley's step-by-step guide to the game of the year's 36 unique jumps. Believe it.

PRO TIPS

No other mag brings you top guides and reader show-offs.

Pro Dojo
We want to make you famous. Take part in our challenges (see pg98) and earn a place in DVD history. Note: the quality of playback may suffer due to source material being supplied on VHS.

The Experts
We single out a star performance each month. This can be from one of PSM2 team, the game's developer, an award-winning pro gamer, or you.

Access All Areas
A massive volume of life-saving tips, codes and cheats.

Press ← to use the Sub Navigator and make a selection.

BURNOUT 2: Crash mode thrashed by the game's lead designer, with audio commentary.

EXTRAS

You'll find Showreel and Random Factor selections hidden away here. Play the entire content of the disc in order or – hey! – at random.

LAST MONTH...

OK, get yourself over to the Reviews section, and then head down to the last item on the last page and press ↓. Fear this man. Hear him growl.

LETTERS

THE LOUDEST VOICES IN THE PLAYSTATION 2 UNIVERSE

GAME
www.game.uk.com

WINNER!
Every issue, the writer of the Star Letter gets the PS2 game of their choice in return, courtesy of the bright sparks at GAME. Simply tag which game you'd like to the bottom of your letter or email and, if you're the chosen one, GAME will be sending you a copy to your door. Now – entertain us and your fellow readers...

THE VOICE OF CHOICE

"CAN UK GAMERS ONLY EXTEND THEIR IMAGINATIONS AS FAR AS THE NEXT EA RELEASE, SHALLOW FILM CASH-IN OR WRESTLING GAME?"

Dear PSM2,

I'm a bit concerned about how narrow minded UK gamers seem to be, and that we may be endangering the future of certain genres with our buying habits. Take *Kingdom Hearts*; excellent game that received a warm reception from yourselves, and one that I've been playing for weeks. Sure, I was a little put off by the heavy Disney influence, but it's still not stopped delighting and surprising me. Yet it's nowhere to be seen in the Top 20. *Ratchet & Clank's* another example. You raved about it, it has amazing graphics, addictive and detailed gameplay, yet it's languishing at number 13. Why? Can UK gamers only extend their imaginations as far as the next EA release, shallow film cash-in or wrestling game?

I get to play amazing games all year round because I trust your reviews and I'm willing to try new game types. If RPGs, platformers and adventures don't sell, we're looking at a boring and repetitive games market developing here over coming years. A real shame – anyone with any imagination will have to move to Japan for something different on their PS2.

Jason Mitchell
Surrey

Good point – check out Accelerator for the full state of the chart-rot and one solution. We'd like to see more inventive games – like *Gitaroo-Man* and *SOS* – being released at a mid-price that reflects their relative quality, but publishers point out that that wouldn't necessarily make them any more likely to sell. Would you buy *Taiko No Tatsujin* for 20 quid? Let us know...

This is your chance to air your views on the hot potato of the moment:
PS2 online gaming – no really, please do tell us if you give a shit?

EMAIL: PSM2@FUTURENET.CO.UK

WRITE TO: LETTERS, PSM2, FUTURE PUBLISHING LTD, 30 MONMOUTH ST, BATH BA1 2BW

SENSE

Dear PSM2

Do you agree that if one game is better than another that it should get a better score? I assume that's how your scoring system works. So I have to wonder why games such as *Tony Hawk's Pro Skater 4* receive lower scores than their predecessors when they surpass them by miles.

Pro Evo Soccer received a mighty 95% whereas its sequel – which although it wasn't improved much, was still better – received 94%. This means that *Pro Evo 2* isn't as good as *Pro Evo 1*, which is not true.

Another example is *Tony Hawk's Pro Skater 3* and *4*. *THPS3* got 96% – well deserved at the time – but now, in *4*, the career mode's better, gashes and torn clothes appear after bails, board graphics get scratched and the levels are huge. Yet it receives two percent less than *Tony Hawk's 3*. A similar thing happened with *Agent Under Fire* and *Nightfire*. This does not make sense.

Although this does not happen all the time (the brilliantly improved *GTA Vice City* received five percent more than *GTA3*), this seems to be a recurring problem.

I suggest you should change the scores of the original in relation to the new game, and the original scores could be displayed as 'Original Score' in Absolute PS2.

Adam Morgan
Meols, Wirral

Fair point. The scores *were* hotly debated but we decided to take a stand. If yearly updates keep improving, albeit slightly, what will we give *PES6*? By your rationale, somewhere in the region of 101%.

We try to keep the scores relative, so at the time of writing we rated *Vice City* (97%) a better purchase than *THPS4* (94%). In any case, the content of the review should be more important than the score, and in both cases we'd noted the considerable improvements.

ENJOY

Dear PSM2

I think it's time we all calm down a bit and start to enjoy our gaming. "Why can't the PS2 do this?" Or "why is this game only on this console?" And when you finally find someone who's not concerned with other consoles, they ask "why X game left this out, or why you can't do Y in a certain way?"

Let me give you an example. I was talking to one of my mates about the fantastic *GTA Vice City*. He actually had the cheek to say "I wish you could swim". Yes, he overlooked the bikes, helicopters and Monopoly-type property buying, and opted to moan about not being able to *swim*.

My point? Gamers are looking too far into the future, when all the games will be non-linear and everything you want to do, you'll be able to do.

Although I'm looking forward to this, I also feel the need to slow down and soak in the wonderful games on offer. *TimeSplitters 2*, *Vice City*, even the hugely original *Gitaroo Man* have all had me gripped. Slow down. Enjoy gaming.

David Turner
Morden

PS Believe it or not, I'm not a hippy.

We believe you, David. But if we all slow down, you might find developers slowing down and innovation being shelved and... oh hell, here's to enjoying the moment, surviving on a diet of high quality games, and dying very, very old...

WRITE TO PSM2 WITH: YOUR THOUGHTS ON GAME DESIGN... YOUR HOPES FOR BROADBAND... PROVOCATIVE QUESTIONS...

SCORE KNOCKER: Results are always hotly debated on the mag from one issue to the next.

THE PSM2 RAGE GAUGE

YUUUUUUUUURGGGGH!

Dear PSM2

I am about to say something that may shock you. *Vice City* is a terrible game. It's mindless, repetitive and dull. Killing 50 people before the timer runs out? What a brilliant idea! What games need are missions that offer multiple routes to complete your various objectives – not solely murder. Are you sure the message you want to convey is that crime and violence is acceptable?

Glenn Scully, Surrey

No. That's why we aren't going to give you the copy of Hitman 2 *you asked for. Jesus...*

DISGUSTED

Dear PSM2

Recently when I was flicking through your mag, I was pretty disgusted to see the pictures of Yuna in *Final Fantasy 10-2*.

I can't understand why on earth a female would go around like that. I know that being female has an effect on my opinion, but honestly. I wouldn't go out like that to a fancy dress party even. It's disgusting because men are using women that are scantily clad in games to appeal to men. In the real world a female adventurer would go around a little more sensibly dressed.

It's slightly disturbing to know that game designers think they need 'sexy' women so men will look at their title. Don't they think that females play games or something?

'Trinity'
Via email

Unfortunately 'Trinity', most gamers are fellas, so that's who game designers (and marketing types) aim their games at. It's the Shagging Sells Everything argument again (see

DRESS RELIEF
Yuna? Not dressed for adventure? If we had a couple of guns and a ponytail that doubled as a climbing rope and bullwhip, we'd feel pretty safe on the streets.

GOIN' POSTAL

Loose chippings from the missive motorway that lodged in a tyre or, more seriously, took a flickin' nick out of the PSM2 windscreen.

WIZARD
I am a platform wizard.
Otis Clarke
We're sure you are.

OUTRAGE
I kind of miss the outrage and hype over videogames.
Thomas Campbell
You clearly don't listen to Radio Five Live.

HOTPANTS
Please, please respond - I wore the Dan-o-Gram and got three dead arms.
David Matthews
Via email
Imagine the suffering poor Dan has to put up with.

CRUSH HOUR
I don't feel you have included enough information on WWE Crush Hour, as I feel it will be another THQ masterpiece.
Christopher Barras
Via email
Really? What, *really*?

MAG LIKE
What qualifications would I need to work for a mag like yours?
Stuart Betts
An A-Level in English, apparently. Some of the team went quiet at that point, mind.

Letters, issue #32) – but surely there are just as many scantily clad male leads for you 'females' to get involved with? Er, right? Maximo, stripped to his trollies? Or a – get this – fully naked Raiden waddling around Big Shell cupping his spuds?

PUDDLES

Dear PSM2
I couldn't let it lie. You have misrepresented DTS in your Surround Sound Article. DTS is far superior to DD and Pro logic. Your reference to Steven Spielberg was completely off as well.

When Mr Spielberg made Jurassic Park he was trying to get the sound really convincing on that bit when the puddles ripple with the thud of the dinos. He turned to DTS to assist. Jurassic Park was the first film released in DTS 5.1.

For Jurassic Park 3 he was looking for more background noise and DTS again were called in. They pioneered DTS 6.1 ES. This is used on Pulp Fiction Special Edition and Blade 2. DTS 6.1 ES is the market leader. Some top of the range amps are 7.1 ready though! *GTA Vice City* is in DTS too, if you care to look.

Superbit technology has been designed by Sony. They have worked out a way of condensing information and have decided to run DD and DTS encoding together. If, as you say, DTS is dead then why did they bother?
Kieran Carson
Via email

Blimey. Dan Griffiths, our resident sonic specialist and the man behind last issue's feature, responds:

"It's nice to lock horns with a man who clearly knows his onions. And we will concur that we did give DTS short shrift in our article though re-reading will show that we do admit that DTS can – with the right speakers and ears – sound better. The reason we emphasised Dolby Digital over DTS is for the very reasons you yourself point out - that DTS sound is used on only about 10% of discs, with 99.9% using DD.

Similarly, the number of DTS compatible amps is, if anything reducing, as manufacturers see little point in including additional gubbins in their already DD compatible equipment. As for a DTS only amp, there ain't such a thing.

"It's a shame that DTS isn't more popular - it's sufficiently light on the processor to allow proper 5.1 digital sound, and *Vice City* does do this - but the sheer number and excellent quality of Dolby soundtracks and equipment makes it more important as a standard."

SEX

Dear PSM2
Having witnessed a continuing trend in censorship among PS2 games I've noticed a taboo subject for PS2 games: sex.

Violence is acceptable in games. In fact it's necessary in many genres. So is mature language. Games can get away with 12 and 15 certificates with even quite large amounts of bad language and quite heavy doses of violence, but even *hint* at sex and you've got yourself an almost instant (if the developer is lucky) 15 or 18.

OF VICE AND MEN: *Vice City*, busting taboos and shaking things up like all good games should.

"FILMS CAN HAVE PROLIFIC REFERENCES TO SEX AND GET AWAY WITH MILD CERTIFICATION – WHY CAN'T VIDEOGAMES?"

Go much further than simply hinting at sex and that's it, the censors go mad with the certificates and the developer ends up taking it out to avoid losing possible profits from a younger fan base.

As with a lot of controversial ideas, it has been *GTA* which has really pushed things forward, with references to strippers, pornography and even authorative figures getting involved with strange fetishes (eg. the mayor of Vice City). What I wonder is when will the censors lay off a bit? Films can have prolific references to sex and get away with mild certification – why can't videogames?
Joshua Tuddenham
Via email

Videogames are definitely growing up, as shown by *The Getaway* and *Vice City*. But the only time we've seen full penetrative sex in a videogame was at E3 two years ago when our innocent eyes clapped eyes on a game where a ghost woman and a male lead character were bumping uglies on a bed. The game was shit. The scene was about as titillating as bacon. It doesn't work. Forget it. Walk away...

BOTHERS

Dear PSM2
I think that you at PSM2 aren't giving other fighting games a chance. Fair enough, in Issue #32, *Mortal Kombat* featured heavily – but this is the game that got rid of some of the characters, which bothers me.

Give games like *Dragon Ball Z: Budokai*, *X-Men: Next Dimension* and *Soul Calibur* a chance, that's all I'm saying...
Karen Hagley
Via email

We do give beat-em-ups a chance (*Mortal Kombat* and *Tekken 4* rated very well – and *Soul Calibur's* looking pretty good) but it seems like few others are, if their chart placings are anything to go by. Does the mainstream gamer really want to pay £40 for the pleasure?

BUG

Dear PSM2
I'm writing to you to say that I enjoy reading your magazine. Of all the mags that are available for PS2 yours is the most informative, interesting and above all humourous. But there's

LETTERS

THE LOUDEST VOICES IN THE PLAYSTATION 2 UNIVERSE

FILE OF HIT: Even the elusive Stealth Assassin rating isn't enough reason to reply for some gamers.

something that's started to bug me over the last couple of issues, and that's your self-promotion.

Each new issue, we're bombarded with the same spiel of how your magazine is better than any other in its genre, and how you did this first and how you did that. Jeez, can't you guys give us a break? I know what the magazine is like – I buy it rather than any other. I don't want to be reminded month in month out how good it is.

May I also make another suggestion? I think it may be a good idea that, when you collate a choice score at the end of a review, you actually give the top three titles in its genre and their scores, rather than what appears to be three random titles put together, which could be better or worse.

Matt Wood
Via email

OK, Britain's most respected PS2 magazine agrees to tone down the back-slapping. As for your second point – we strive to always include similar games in the Choice box, and we always show where the game being reviewed fits into the scale.

MORE

Dear PSM2

I'm sure this issue has arisen in previous letters pages, but I can't be the only one who's finding that most of the big titles released last year offer no value for money.

I've recently completed *Hitman 2*, *Red Faction 2*, *Vice City*, and *TimeSplitters 2*, and after having parted with £35-£40 per game, I find that 10-12 hours of gameplay later I'm feeling very short-changed.

I'm no great gamer – I play on a medium level – but would someone please tell me where, after all the hype (and cost) surrounding these games, is the replay value and the longevity? Yes they're fun, graphically stunning and challenging (in places) and no, I don't feel the need to find every secret weapon/package/power-up for that all-important 100% result (there is life after gaming, changing nappies and supporting Arsenal). I'm into these games because they're meant to offer more – immersion as a character, real looking environments etc. But game time? Please...

OUT TO PUNCH: Has the beat-em-up finally had its day? Write in with your thoughts...

DON'T WRITE TO PSM2 WITH: WORRIES ABOUT HOW MUCH BETTER THAN PS2 SOME OTHER CONSOLE COULD BE...

To put things into perspective, I'm 39 years old, have a steady income and, in theory, can afford to buy these games. But no-one wants to be taken for a ride. *Vice City* gets close to offering the 'More' I'd look for: good storyline, minigames and a free-roaming style allowing you to do pretty much whatever you want. But, and this is my point, with all this time spent finding additional packages, hidden cars, or a lot of disc space being taken up with vast multiplayer games, can't game designers offer more to the main story modes?

Why not offer the multiplayer games as additional discs, as often happens with film DVDs? Two for the price of one – any takers?

Matthew Waring
Via paper

MORE OF THE SAME...

Dear PSM2

I feel the need to complain about the shortness and lack of replayability in third-person action games. Even titles like *Devil May Cry*, while full of action, don't provide any motivation to play it again once it's been completed. Excellent games like *DMC* are gathering dust, while games like *LMA 2003* – are being played every day.

Come on action game developers – get your 'act' together.

Josh Olsson
Bristol

So, are you listening developers?

All correspondence is assumed to be for publication unless marked otherwise. PSM2 reserve the right to edit readers' letters for length and clarity.

GLOBAL SPILLAGE

Letters from around the world in an easy-to-comprehend planet-gram.

YOU WHAT?

Who's been saying what this issue.

GTA Vice City
Game violence
Game length
Sex
Sexism

PLAYSTATION 2 MAGAZINE
PSM2

PSM2, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.
Email: PSM2@FUTURENET.CO.UK
Tel: 01225 442244 • Fax: 01225 446019

WHO'S A FRAG DAVACE...
Marcus 'Zombie' Hawkins
Milford 'Pink Flamingo' Coppock
Jonathan 'Screwdriver' Bryant
Esther 'Eggnog' Woodman
Joel 'Monkey Brains' Snape
Daniel 'Melon Patch' Dawkins
Daniel 'Whizz Bang' Vincent
Adrian 'Sex On The Beach' Lawton

Chris 'Kamikaze' Stocker

Ryan Butt, Daniel Griffiths, Claire Howlett, Sarah Kennett, Adrian Lawton, Tom Mayo, Martin Kitts, George Walter, James White

ADVERTISING
Call: 01225 442244
Scott Longstaff
scott.longstaff@futurenet.co.uk
Kelly Jenkins
kelly.jenkins@futurenet.co.uk
Phil Jones, Dan Robinson
Laura Cullingworth, Tom Farrer
Joss Price

PRODUCTION
Rose Griffiths
Lee Thomas
Paul Kiely
Mark Gover,
Jason Titley, Simon Windsor

EXECUTIVE STAFF
Roger 'Salty Dog' Parry
Greg 'Cinderella' Ingham
Colin 'Shirley Temple' Morrison
John 'Golden Dream' Bowman
David 'Fluffy Duck' Maher-Roberts
Nick 'White Russian' Stevens
Sean 'Old-Fashioned' Atkins

SUBSCRIPTIONS
PSM2
FREEPOST BS4900, Somerton, Somerset, TA11 6BR
Email: subs@futurenet.co.uk
01458 271184
01225 822510

Simon Wear
Email: simon.wear@futurenet.co.uk
Tel: (0)1225 442244 • Fax: (0)1225 732384

TPL Printers Ltd.
Seymour Distribution, 86 Newman Street, London W1P 3LD. Tel 020 7907 6000

All contributions submitted to PSM2 are accepted on the basis of non-exclusive worldwide license to publish or license others to do so, unless otherwise agreed in advance. PSM2 recognises all copyrights and trademarks. Where possible, we acknowledge the copyright holder. Please contact us if we haven't credited your copyright and we'll correct any oversight. PSM2 is an independent PlayStation 2 magazine in no way authorised, sponsored or endorsed by SCEE or the Sony corporation. PlayStation, PlayStation 2 and PS2 are registered trademarks of Sony Computer Entertainment Europe Limited

Future Publishing Ltd. is part of The Future Network plc

The Future Network produces carefully targeted specialist magazines and websites for groups of people who share a passion. We aim to satisfy their passion by creating titles that offer superb value for money, trustworthy information, multiple ways to save time and money, and are a pleasure to read or visit. Today we publish more than 90 magazines and over 30 magazine websites and networks from offices in five countries. The company also licenses 39 of its titles resulting in over 150 local editions in 30 other countries

gamesradar.com

The Future Network plc is a public company quoted on the London Stock Exchange (symbol: FNET)

Future Publishing

Tel +44 1225 442244
www.thefuturenetwork.plc.uk
Bath London Los Angeles Milan
New York Paris San Francisco

AVENGE HER PAST.
DISCOVER HER FUTURE.

COMING FEBRUARY 2003

www.darkangel.sierra.com

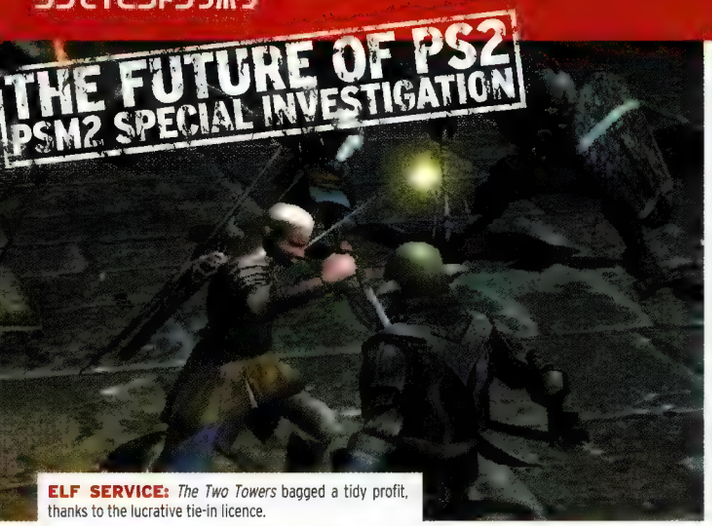
JAMES CAMERON'S

DARK ANGEL™

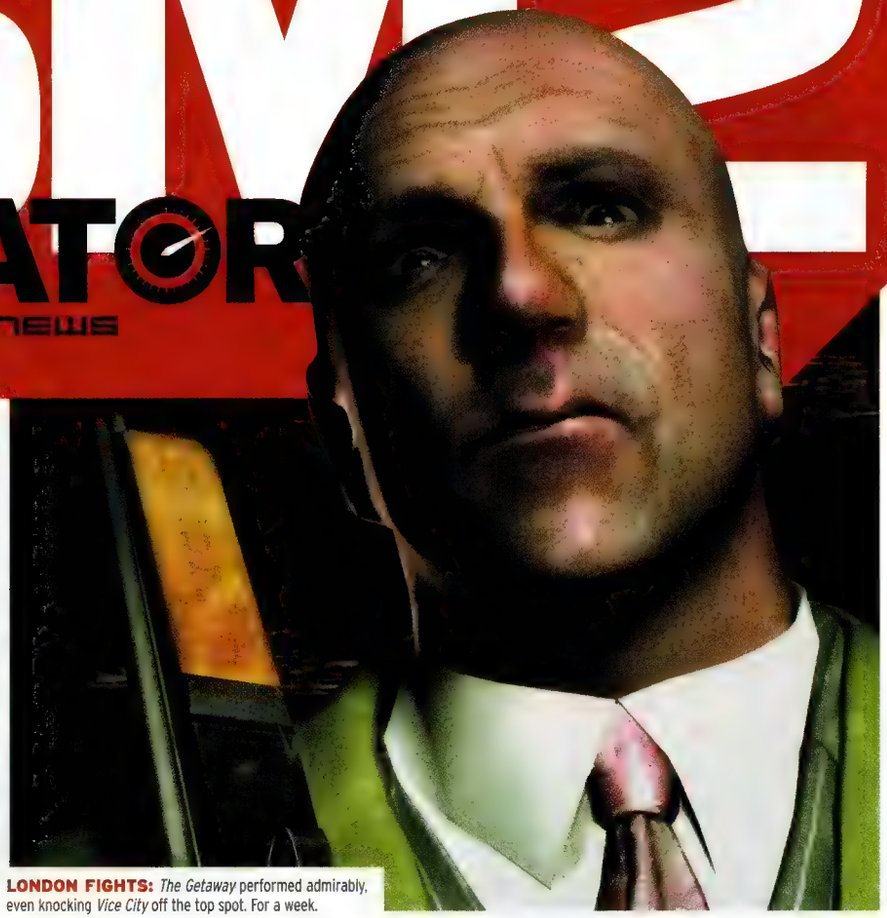
PlayStation.2 SIERRA

© 2003 Twentieth Century Fox Film Corporation. All rights reserved. Fox Interactive and its associated logo are registered trademarks or trademarks of Twentieth Century Fox Film Corporation. "PS" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, and the Xbox Logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft.

PLAYSTATION 2 MAGAZINE
PSM2
ACCELERATOR
DRIVING OPINION · BREAKING NEWS



ELF SERVICE: *The Two Towers* bagged a tidy profit, thanks to the lucrative tie-in licence.



LONDON FIGHTS: *The Getaway* performed admirably, even knocking *Vice City* off the top spot. For a week.

›BREAKING NEWS フルラル

RECORD CHRISTMAS SPARKS PANIC

Vice City dominates the chart, as hit-or-bust sales culture decimates small publishers, spelling troubled times for original games.

On the surface, it was a bumper Christmas for PS2, but behind the headlines a darker picture was emerging. With 80% of sales being accredited to the top ten games, EA and Rockstar creamed the spoils, leaving smaller publishers to mop up the scraps. The increasing polarity between the 'have's' and 'have nots' heralds a gloomy fight for survival among smaller publishers, with worrying implications for innovation. With development costs averaging £1m+ per project, publishers are increasingly reluctant to gamble on original titles that might sell only 4000 copies UK-wide.

The chart battle was predictably static. Rockstar's phenomenal marriage of mainstream chic and sublime design mechanics in *GTA: Vice City* dominated the Christmas chart, selling over 1.2 million copies in just over two months. *GTA3* – the only other game to sell over a million copies in the UK – took over a year to reach the same figure. Amazingly, the original *GTA3* was the second biggest-selling game of the year (610,869 copies) – outselling *MGS2* (389,885), *The Getaway* (354,657) and *WWE Smackdown* (240,657) – despite having been released in October 2001. When *GTA3* is finally released on the £19.99 Platinum label... Well, the mind boggles.

HOGWARTS AND ALL: *Harry Potter and the Chamber of Secrets* was a predictable hit for EA in 2002.

The only realistic contender for Christmas number one was Sony's infamously delayed but undeniably ambitious *The Getaway*, which managed to oust Rockstar's opus for a week in mid-December before *Vice City* reclaimed the throne. Encouragingly for Sony – well, mercifully – their cockney caper is reported to have sold over 350,000 copies, an estimated £12m in retail value. If nothing else, at least it *almost* covers the more ambitious estimates of the game's development cost.

While Rockstar stole the headlines, EA went about the serious task of making money. Serious money. During December alone, EA's top four games – *Harry Potter, LOTR, FIFA 2003* and *James Bond 007 in... Nightfire* – sold more than 1.5m copies, taking permanent residence in the top five. EA achieved their biggest ever market share over the Christmas season, with 22.4% of all unit sales. Basically, one in every four games bought over Christmas came from EA.

All figures courtesy of the ELSPA annual report, compiled by ChartTrack.

PSM2 RECKONS *The boom or bust sales culture has some serious implications for the future of PS2. If you're worried about the current release schedule, or sick of playing sequels and licensed games, then head straight to PSM2's revealing investigation on pg22. Be the first to find out how the industry will evolve during 2003.*

PS2 TROUNCES COMPETITION

No, we're not dissing other consoles – we love all games – but the fact remains that Sony sold considerably more machines than their competitors over Christmas. According to industry estimates, Sony were selling 100,000 consoles a week during December, compared to 30,000 Xbox's and 10,000 Gamecubes. There are now over 3.5m PS2s in the UK, with 6.5m machines sold worldwide during 2002.

THE CHRISTMAS TOP 20: THE HARD TRUTH

Charts for week ending 26th December 2002:

		REVIEW SCORE	HIGHEST POSITION	WEEKS IN CHART*
1	GTA: VICE CITY	97%	1	8
2	THE GETAWAY	78%	1	4
3	FIFA 2003	81%	1	10
4	JAMES BOND 007: NIGHTFIRE	78%	2	5
5	LOTR	76%	3	8
6	WWE SMACKDOWN! SYM	82%	2	7
7	HARRY POTTER	65%	4	7
8	THPS4	94%	6	6
9	PES2	94%	1	10
10	RED FACTION 2	85%	10	7
11	MINORITY REPORT	60%	11	2
12	MEDAL OF HONOR: FRONTLINE	89%	1	30
13	COLIN MCRAE RALLY 3	88%	3	10
14	WRC2	85%	7	5
15	GTA3	92%	1	62
16	ROCKY	84%	16	7
17	SPIDER-MAN THE MOVIE	70%	1?	30
18	SPYRO: ENTER THE DRAGONFLY	68%	10	5
19	HITMAN 2	89%	1	13
20	FELLOWSHIP OF THE RING	70%	15	4

Average review score of Top 20 game – 81.25%

MIND BOGGLING FACT#1

Business as usual for *FIFA*, which outsold *PES2* by a ratio of almost two to one. While *PES2* was content to sit on its laurels, cosmetically identical to its forbear, *FIFA* went back to the drawing board, in a blaze of favourable reviews and "LOOK, WE'VE CHANGED!" advertising.

MORAL:
Joe Punter doesn't want to buy the same game twice – sorry, Konami – when confronted by authentic kits, 'NEW' gameplay and Ryan Giggs beaming from the packshot. An obvious improvement, see? *PES2*'s the better game, but paid the price for complacency – setting an anti-precedent for commentary and presentation.

MIND BOGGLING FACT#2

Sega's critically-adored shoot-em-up *Rez* – yes, you read it right – sold only 4000-odd copies in the UK during 2002, which is considerably less than *Kessen 2*, *Looney Tunes Space Race* and *Ty the Tasmanian Tiger*.

MORAL:
The emperor's new disco? Possibly. When over half of the PSM2 team still don't 'get' *Rez*, despite countless second chances and several heated debates – former Prod Ed Duncan even tried downing six cans of Tizer and sticking a trance vibrator between his legs, praying for the 'moment' – something must be wrong. Admirably innovative, but needed a £20 trial pricepoint.

WHATEVER HAPPENED TO..?

What happened?
Computer Artworks' trust-em-up debuted at number five in September, before slipping off the top ten a few weeks later. A respectable performance.

Position in 2002's overall sales list: 53rd

THE THING
PSM2 RATING
83%

Why?
The licence was based on a 20-year-old sci-fi flick and, as Christmas loomed, people turned their attention to blockbusters like *Harry Potter*.

What happened?
Acclaim's FPS entered the charts at number two in early September, before entering terminal freefall. The chart positions speak for themselves – 2, 4, 8, 10, 14, 18...

Position in 2002's overall sales list: 36th

TUROK EVOLUTION
PSM2 RATING
71%

Why?
It was hugely anticipated, but highly disappointing. When word of mouth got out, *Turok*'s rapid extinction was assured.

What happened?
Capcom's adventure came in at number five in October, but slipped rapidly before dropping out of the top 40 within seven weeks.

Position in 2002's overall sales list: 59th

ONIMUSHA 2
PSM2 RATING
89%

Why?
Zombie samurai? Joe Punter wants guns and secret agents. A respectable performance, particularly given its popularity in the land of Pocari Sweat.

What happened?
Debuted at number 40 before falling out of the charts a week later. It was even outsold by Davilex's turgid *Knight Rider* during its first week on sale

Position in 2002's overall sales list: 135th

REIGN OF FIRE
PSM2 RATING
71%

Why?
What happened to all those dragons in the promo poster? Confused? That's the problem when nobody watches the film, see. Who cares?

What happened?
Debuted at number 35 before tumbling into obscurity. But even *R&C* performed worse than expected.

Position in 2002's overall sales list: 102nd

HAVEN
PSM2 RATING
81%

Why?
The lead character was a hippy and the adverts boasted of "a game that is all games". A character you can't trust in a game you can't understand? Well, we can't explain it either...

What happened?
Came in at number 16 before dropping to number 38 by W/E 28th Dec.

Position in 2002's overall sales list: 66th

KINGDOM HEARTS
PSM2 RATING
83%

Why?
An RPG with Disney characters? "I'm not buying a bloody kids game" cried confused Joe Punter. As word of mouth grows, however, expect *Kingdom Hearts* to climb the charts. A true sleeper hit.

What happened?
Debuted at 40 in December before fizzling into obscurity.

Position in 2002's overall sales list: 108th

BMX XXX
PSM2 RATING
58%

Why?
Spotty oiks were too young to buy it, while their older brothers were too clever to be tricked. Most importantly, the game was total pump and nobody fell for the lurid lowest-common-denominator marketing pitch.

What happened?
Debuted at 24 in early December then hovered around the mid-20s for a few weeks.

Position in 2002's overall sales list: 64th

STAR WARS BOUNTY HUNTER
PSM2 RATING
62%

Why?
Honestly, who cares? Jango Fett was pathetic in the film, and his son goes on to be slowly digested by an inanimate jelly after being whacked by a blind man. The game was "Fine!" to the point of tears.

›PSM2 COMPETITION フハフヌ

WIN! A MASSIVE TELLY AND A COMFY CHAIR

Can't really blame Shang Tsung and Quan Chi for wanting to take over the Earth, can you? The Outworld's crap. Even Emperor Shao Kahn has to sit on a great big arse-numbing stone plinth, watching a ceaseless parade of tormented souls screech by. By contrast, even the moderately well-off resident of, say, Bath, can afford a big sofa and a decent telly. And the lucky winner of our compo gets a lot more than that.

Yes, thanks to our bloodthirsty chums at Midway, we're giving away a 28" Widescreen TV, and a big comfy leather recliner, "stitched from fine European leathers" to one lucky reader. We've also got five copies of the splendid *Mortal Kombat: Deadly Alliance* (deemed worthy of a majestic 85% in PSM2#32), some dust-spattered cases of *Mortal Kombat Trilogy* on PSone, and lots of mugs and T-shirts, all to celebrate the game's ever-so-romantic release on 14th February. To stand a chance of playing it in Goro-enraging luxury, just answer this astonishingly difficult question:

Which former *Mortal Kombat* champion dies in the intro to *Deadly Alliance*?

a) Liu Kang
b) Liu Beale
c) Liu Diamond Philips

Answers on a postcard to: **Furnish Him! PSM2, Future Publishing, 30, Monmouth Street, Bath, BA1 2BW**

No correspondence will be entered into and the Editor's decision is final. People sending in multiple entries will get one of Dan G's 'special' kisses – a bit like Sonya's, except you vomit for a different reason.

"ALL TO CELEBRATE THE GAME'S EVER-SO-ROMANTIC RELEASE ON 14TH FEBRUARY"

CHECK OUT PSM2'S 'DEAD HANDY' MORTAL KOMBAT TIPS ON PAGE 114...

BYTESIZE

› **USA:** Rockstar's forthcoming titles are rumoured to include the mysterious *Project Manhunt*, a game based on the cult '70s street fighting flick The Warriors. and another *GTA* title, due in 2004, possibly *GTA: San Andreas*.

› **USA:** MTV's American network Viacom are planning a celebrity-endorsed videogame awards ceremony featuring categories such as 'Hottest Hero', 'Most Addictive' and 'Coolest Villain'. We can't see it catching on, really...

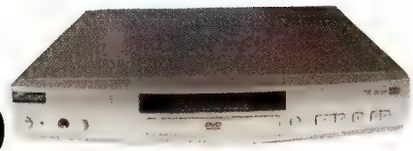
› **UK:** Labour culture minister Kim Howells has lashed out at violent videogames. "I don't think a child is going to turn out to be a killer or more violent as a consequence of playing those games... but it's the acceptance of that heartlessness that is at the centre of all those kinds of games, the kind of joy of shooting innocent bystanders or running them over in the car." Howells' allegation was denied by ELSPA's Director General Roger Bennet: "The videogames industry appears to be a soft target for anyone who wants to pontificate on the ills of society without actually taking any responsibility themselves. We refuse to accept such inaccurate and damaging accusations."

› **EUROPE:** Games are to be classified using a new film-style ratings system. From April, all games sold in the EU will carry ratings 7+, 12+, 16+ and 18+, while games which are considered too explicit may face an outright ban. The new regulation replaces the current system of voluntary censorship.

› **UK:** Metro 3D are releasing the much-delayed *Kings Field 4* on March 28th. The RPG was reviewed in PSM2#24 as *King's Field: The Ancient City* receiving 54%.

Mortal Kombat: Deadly Alliance © 2002 Midway Amusement Games, LLC. All rights reserved. MORTAL KOMBAT, DEADLY ALLIANCE, the dragon logo, MIDWAY, the Midway logos and all character names are trademarks of Midway Amusement Games, LLC. Used by permission. Distributed under license by Midway Games Ltd. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. TM & © AND THE NINTENDO GAMECUBE LOGO ARE TRADEMARKS OF NINTENDO. © 2003 NINTENDO. TM & © AND THE GAME BOY ADVANCE LOGO ARE TRADEMARKS OF NINTENDO. © 2003 NINTENDO.

>PSM2 COMPETITION 7177



WIN! A DVD PLAYER AND DARK ANGEL SERIES ONE DVD

Veteran director James Cameron interviewed over a 1000 girls for the starring role in Dark Angel before settling on relative unknown Jessica Alba. Thankfully, you won't have to overcome such startling odds to be in with a chance of winning a DVD player, the forthcoming PS2 game and Dark Angel Series One DVD boxset. In fact, provided 98.75% of PSM2 readers *don't* enter this competition, your chances of scooping top prize are fractionally *higher* than 1000/1. Better yet, if a few entries get eaten by moths or the stamps explode – c'mon be positive – your chances rocket by a startling 0.003 percent. Hooray for maths!

For those of us with cruddy reception, Dark Angel follows the exploits of Max Gevera (Alba), a genetically enhanced escapee from corrupt government organisation Manticore. Max sides with wealthy cyber-journalist Logan Cale, to strike back at the organisation who corrupted her DNA. Basically, it's pseudo sci-fi, high-kicking, feelgood nonsense with a shamelessly attractive female lead.

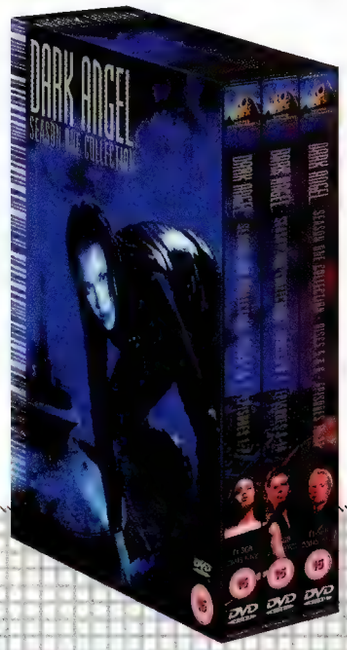
Thanks to our pals at 20th Century Fox Home Entertainment and Vivendi Universal, we're giving away a DVD player, a copy of the game and DVD boxset to one lucky winner, plus a game and boxset for two runners up. If all else fails, you could always buy the Dark Angel Series One DVD/VHS boxset on 24th February 2003. Answer this simple question for a chance to scoop the goodies:

Dark Angel creator James Cameron directed which cult sci-fi movie:

1) Earth Girls are Easy
2) Easy Girls are earthy
3) Aliens

Answers on a postcard to: Jessica Habit, PSM2 Magazine, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW. No correspondence will be entered into and the Editor's decision is final. No multiple entries – it makes our competition robot sad and confused. Doesn't compute, see?

visit: www.fox.co.uk



>PSM2 INVESTIGATION 7177

RELEASE CONFLAB

Marketing folk refer to this as a 'perceptual map'. The rest of us can enjoy new screenshots with geometrically-implied opinion.

THE FUTURE OF PS2
PSM2 SPECIAL INVESTIGATION

EXCITING

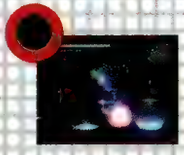
UN-ORIGINAL

ORIGINAL

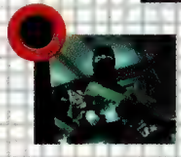
DULL

SOUL CALIBUR 2
Nappy wearing *Tekken* veteran Heiachi Mishima stars as PS2-exclusive secret character in Namco's revered weapon-based scrapper. EA secure UK publishing rights, revealing first screens.

SILENT HILL 3
New shots of Konami's linear but redemptively atmospheric survival horror sequel. Shadowy new environments fail to distract from lack of playable code or discernible improvements.



CY GIRLS
Rifle-waving barbie dolls helm Konami's Kojima-inspired third-person action adventure. Details are scarce, but expect more cleavage-enhanced screenshots before the game's anticipated summer release.



ICE NINE
First-person morality-branching CIA Clancy-Xerox in vein of *Half-Life*. Expect quixotic blend of surveillance taps, missile launchers and taser guns as Bam's! portfolio continues to impress.

AMPLITUDE
Intriguing sequel to Sony's maligned rhythm-action tune mutator *Frequency*. Online four-player mode, revised visuals and expanded roster provokes excitement.

CLUB FOOTBALL
Codemasters disguise generic game engine behind 15 individually-licenced, club-specific front ends. Impressive first screens, from team behind unimpressive *UEFA Champions League 2001/02*, Silicon Dreams.

OPERATOR'S SIDE
Dodge alien hordes in Sony Japan's voice-controlled sci-fi horror, which scored 37/40 in influential Japanese games mag Famitsu.

NBA STREET 2
Self-consciously urban update of unpopular US sport where show-offs earn visually-gratifying Gamebreaker slam dunks. Over 145 licenced NBA pros, including Earvin "Magic" Johnson, Darryl Dawkins and Michael Jordan, with a Jay Z fronted soundtrack.

SPLASHDOWN 2
THQ snaffle ex-Infogrames developer Rainbow Studios for ostensibly pointless sequel. "*Splashdown 2* is set to redefine the racing genre with its amazing graphics and cinematic gameplay," claims identikit press release.

INDY LEAGUE RACING
Codemasters deliver 200 mph breakneck racing culminating in a TV-perfect replica of the Indy 500. Dynamically-adjusted AI, 15 tracks and 33 on-screen racers pique mild interest for spring release.

The Wrath of Heaven...

...is closer than it appears

TENCHU®

WRATH OF HEAVEN™

Live by honour. Kill by stealth.

PlayStation 2

ACTIVISION.

activision.com

© 2002-2003 Activision, Inc. and its affiliates. Activision and Tenchu are registered trademarks and Wrath of Heaven is a trademark of Activision, Inc. and its affiliates. Published and distributed by Activision Publishing, Inc. All rights reserved.
"PlayStation" and "PlayStation" logo are registered trademarks of Sony Computer Entertainment Inc. All other trademarks and trade names are properties of their respective owners.

2003 THE YEAR IT ALL WENT WRONG?

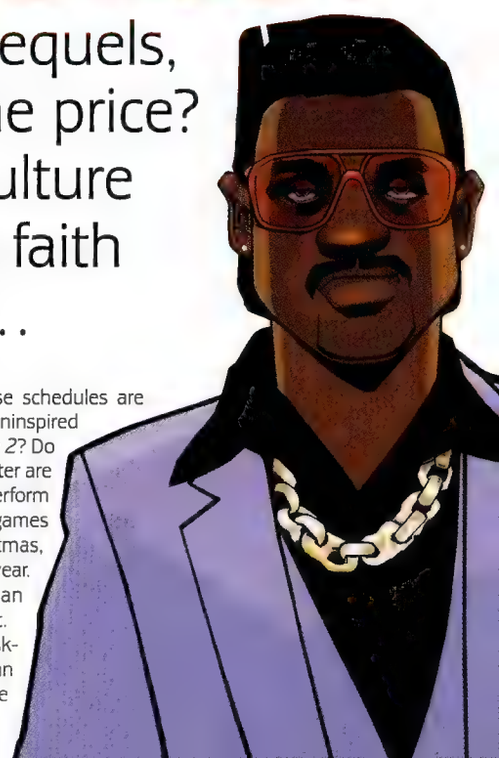
With the top 20 increasingly dominated by sequels, franchises and licences, will originality pay the price? PSM2 investigates the boom or bust sales culture and what this spells for PS2 in 2003. Losing faith in games? You owe it to yourself to read on...

Hit or miss. Thrive or dive. That's the brutal dichotomy facing games developers in today's PS2 marketplace. While the rewards for success are astronomical, the cost of failure can be ruinous. At the top of the scale, there's Rockstar – selling 1.2m copies of *Vice City* in just over two months. On the flip side, there's Bam! Entertainment – whose conversion of the racing flick *Driven* sold 78 copies during its first week on sale. Do or do not, there is no try. It's the thorniest issue facing PS2 in 2003.

Post Christmas, we're facing the dark side. The release schedules are sparse, clogged with derivative me-too products and uninspired sequels. *Evolution Skateboarding*? No thanks. *Everblue 2*? Do us a favour. The only AAA games between now and Easter are *Mortal Kombat: Deadly Alliance*, *DMC2* and – if Core perform a miracle – *Tomb Raider: TAOD*. Quite simply, because games traditionally – *obviously* – sell more before Christmas, publishers are too scared to release games in the new year. If an idea doesn't conform to an established genre or franchise, forget it.

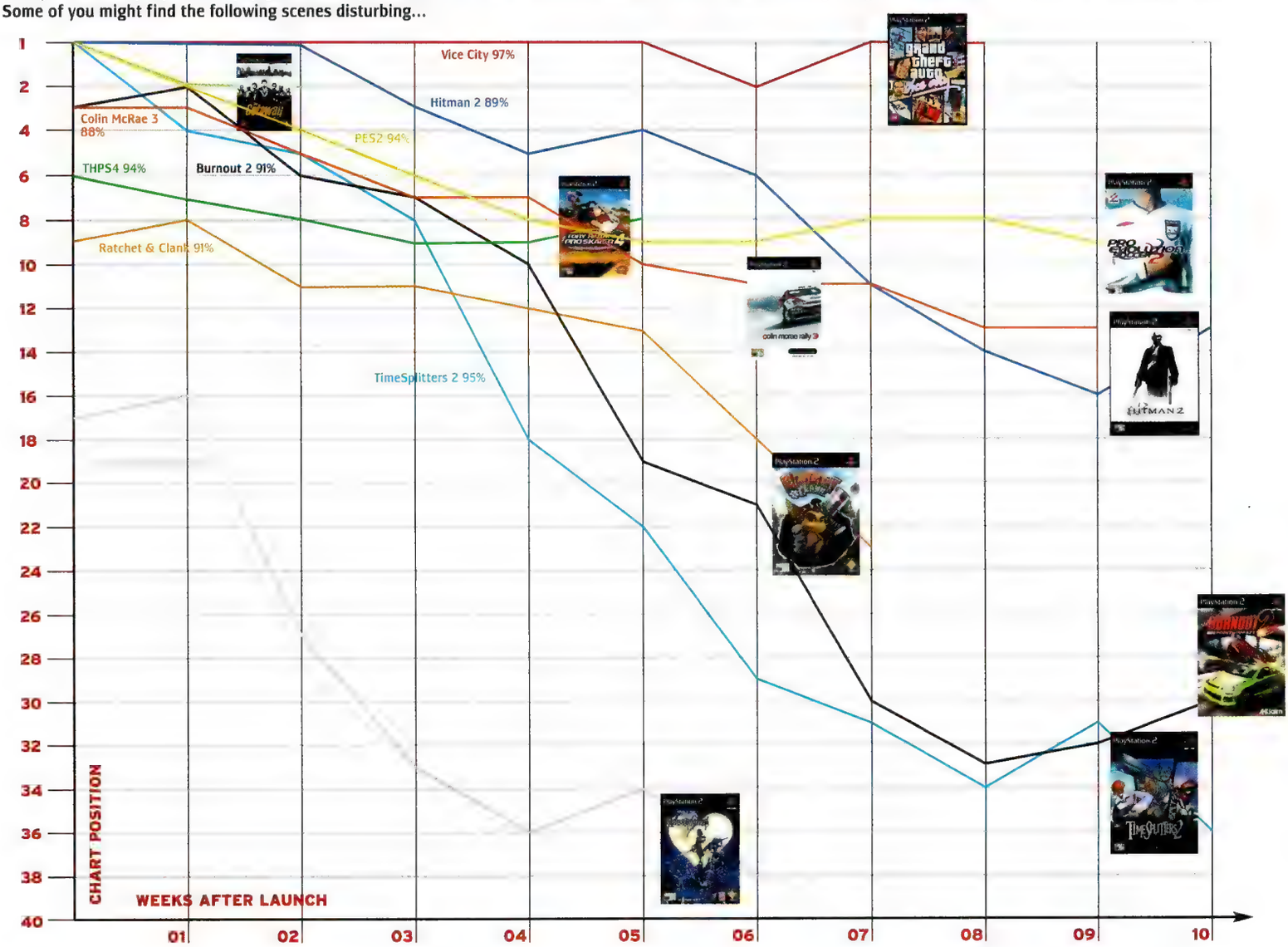
Sadly, the real victim of this risk-averse strategy is innovation. How can anyone afford to take a risk when the

"PUBLISHERS ARE TOO SCARED TO RELEASE GAMES IN THE NEW YEAR"



ARE GOOD REVIEW SCORES A GUARANTEE OF SALES?

As a general rule, people avoid pap games like eye contact in a crowded lift, but does the reverse hold true for great games? Do they really get the sales they deserve? Some of you might find the following scenes disturbing...



WHO TAKES THE BIGGEST SLICE OF YOUR £40?

What percentage of your hard-earned cash goes back to the developers? Who's raking in the readies when you mosey up to the counter with a copy of *The Getaway*? Spookily enough, nobody really wants to admit their exact slice of the pie, so we've dug deep to find some estimated figures. PSM2's approxo-maths delivers some interesting results...

- Government: £4 (10%)
- Retailers: £14 (35%)
- Wholesaler: £3 (7.5%)
- Sony: £10 (25%)
- Publishers: £6 (15%)
- Developer: £3 (7.5%)*

THE BIG WINNERS ARE...

Sony, who charge for publishing on their hardware, and the retailers, who make a hefty 35% profit on every £40 game sold. Speaking in July 2001, ELSPA's director general Roger Bennet, remarked, "It seems odd when all the publishers are making losses that the only sector that's making any money is retail."

*Note that developers may receive a healthier chunk of the pie than shown due to their symbiotic relationship with the publisher. For example, the publisher will pay the developer an advance fee, say £500,000, in order to develop a game for them, with royalties accrued as a percentage of sales (for example, the 7.5% figure on the left).

CONFUSED?

As the example below demonstrates, we can see why games have a tough time covering their costs from your £40. Remember that the following figures are illustrative only, and not to be taken as gospel.

Number of copies sold by average top 50 game: 50,000
Revenue: 50,000 x £40 = £2,000,000
Percentage taken by publisher/developer: 22.5%
Actual money made by publisher/developer: £450,000
Average Cost of development: £500,000

Loss: £50,000

The development cost is a simplified figure encompassing packaging, manufacturing, marketing, distribution, equipment, office rental, licencing fee, staff wages and specialist software, etc. The actual cost could be considerably higher, such as the £10m plus rumoured for *The Getaway*.

If you apply the simple maths above to smaller games such as *Rez* (which sold approx. 5554 copies in the UK – not internationally – during 2002), *Ico* (approx. 24,000) and *Superman* (approx. 2400) you can see why publishers are struggling to balance the books.

THE BIG QUESTION

Is the current boom or bust sales culture healthy for the games industry? What pressure does it place on developers? How might this affect innovation and the future of PS2 gaming? We asked leading industry figures for their opinions, with dramatic implications for the future of PS2...

THE INDUSTRY ANALYST
NICK GIBSON
Games Analyst for stockbroker Durlacher

"THE RELIANCE ON LICENCES AND REPEAT-REVENUE PRODUCTS IS A NECESSARY EVIL."

The industry has always been hits driven. The difference now is that the cost of developing games – combined with the increased level of competition – has made publishing considerably higher risk. Publishers are investing an increasing proportion of their development budget in a smaller number of products and providing them with disproportionately high promotional budgets, ironically, to ensure they make money on them.

The European development market is consolidating rapidly. Publishers are reducing risk by focusing on the more financially stable and better quality developers. The European development market was (and still is) over-supplied and always due for a shake-out. So while some developers are suffering, others are enjoying a boom time.

In an increasingly hits-driven market, the key to the maintenance of consistent growth is risk-management. EA, who are in a publishing and financial league of their own, have mastered this by underpinning their growth with repeat-revenue products and other larger publishers are desperately trying to emulate them. As the sales performance of original products is so difficult to predict, publishers cannot rely upon these games to deliver consistent returns. Since most of these companies are stock market listed – and therefore under media and shareholder spotlights – any failure to hit targets is punished. In the current, jittery stock market environment, this reaction is magnified.

The reliance upon licences and other repeat-revenue products is therefore a necessary evil but, importantly, does not preclude the development of original material. All publishers realise the value of allocating a proportion of their development budget to original works. An internally-owned franchise is considerably more valuable than a third-party licenced franchise. I anticipate an increasing investment in original ideas as the market hits its a profitable stage.

THE ESTABLISHED DEVELOPER
ARTHUR PARSONS
Lead Producer, Traveller's Tales (*Haven, Crash Bandicoot*)

"AS A GAMER I AM SERIOUSLY WORRIED ABOUT THE FUTURE OF GAMES..."

These are my thoughts only and not an official line from TT. As you are probably aware the Christmas market was a strange one this year, with around 80% of sales being accredited to the top ten games. In addition, around 60% of the market in total was taken up by *Vice City*. This is extremely unhealthy for the games industry. Publishers will look at this and completely rethink their strategies (as many already are) and they'll be far less willing to pump funds into original products in case the game doesn't sell.

As a gamer I'm seriously worried about the future of games... I could probably reel off the top ten games for Christmas 2003 already. Do I really want to be playing sequel this, and sequel that for the remainder of my gaming years? Hell no! I want to be playing good games, if they happen to be licenced products or franchises then so be it, but as we all know the majority of licenced titles are not great games.

If the entire industry is moving away from anything slightly risky/original then the future of games is definitely not that bright. Where will our next *Chu Chu Rocket, Ratchet & Clank* or *Monkey Ball* come from if the industry doesn't look to maintain a flow of original product.

At Traveller's Tales we had built up a reputation of developing good licenced products, but we were criticised for this, so when we decided to put the time, effort and finance into an original title, we were obviously pleased with *Haven*. Yet, like so many titles, it was unfortunately lost amongst the wave of licenced products.

I am not totally against licenced titles and franchises... some of my favourite games fall into this category. However, as an industry, we need to ensure that we continue to get a good

TYRE-LESS PERFORMANCE: As firms scramble to create the next *Vice City*, original ideas may suffer.

price of failure is so crippling? Innovative games like *Rez, Haven* and *The Thing* all sold relatively poorly. Only big companies like EA, Sony and Activision can afford to cushion such financial hits in search of the next big thing. With development costs escalating, smaller companies are in the unenviable situation of risking their entire livelihood on a new release. A game might break new ground, but innovation doesn't pay the bills.

Where does that leave us? Are we doomed to a glut of piss-poor sequels and licence-driven franchises? If the top 20 games over Christmas are any indication, the future may not be as bleak as first imagined. While the chart was dominated by EA and a handful of established games like *PES2* and *WWE Smackdown!*, the overall level of quality was astoundingly high. The poorest game in the whole chart, *Minority Report*, earned a respectable 60% in PSM2#31. More encouragingly, the average score awarded to a top 20 game was 81.25%. Rather than stifling imagination, could the polarisation of sales be a driver for excellence?

Throughout this feature, we will analyse why the top-selling games succeeded, and why other critically-acclaimed titles fell by the wayside. We've interrogated leading developers for their opinions on the all-or-nothing sales culture and predictions for the future of PS2. Small publishers are running scared, and the proliferation of uninspired franchises looks set to continue, but the driving theme of 2003 is that quality endures and only the strong will survive.

If it all sounds a bit melodramatic, sorry – but innovative games will only make it off the drawing board and past the boardroom money men if we continue to buy wisely. Don't settle for compromise – we owe it to the future of gaming to make the right choices. It's no good tutting when some unsuspecting sod reaches for a copy of *Ty the Tasmanian Tiger* – do the right thing and steer their mitts to *Ratchet & Clank*. We're not asking you to boycott big publishers, or dismiss licensed games as the doyenne of evil, just stay vigilant and – as the world's biggest games company implores – "challenge

"ARE WE DOOMED TO A GLUT OF LICENCE-DRIVEN FRANCHISES?"

LAST YORDAS: The success of franchises like *LOTR* spells trouble for games like *Ico*.

HEALTHCHECK: WHICH PUBLISH

With major publishers like THQ issuing profit warnings to their shareholders after lacklustre Christmas sales – or rather, worse than *predicted* sales – a number of firms may not survive the year. UK-based publisher Rage has already bitten the dust, despite reasonable sales of *Rocky*, while Acclaim are rumoured to be laying off a third of their staff worldwide. EA are restructuring their developers, integrating legendary coders Westwood Studios into larger, more cost effective teams. Who's next on the breadline? PSM2 assesses the health of several leading publishers to find out.

RAGE

PERFORMANCE IN 2002: *Crashed* (PSM2 review score 31%), *Twin Calibur* (32%) and *David Beckham Soccer* (24%) were all total pump, and sold terribly. Proof that a big licence can't compensate for a soggy game. *Rocky* (84%) was great and hovered around number 16 in the charts over christmas. Sadly, it wasn't enough to placate the bank and negotiate a new overdraft.

PROSPECTS FOR 2003: Unreleased projects like *Rollin'* and *Lamborghini* flogged to bigger publishers, development staff move accordingly.

PROGNOSIS: Dead

VIRGIN INTERACTIVE ENT.

PERFORMANCE IN 2002: We're sure they released something last year. Y'know, like... um... well, yes... oh, that's it... *Bloody Roar 3*. Pthh! how could we forget. No, wait, that was 2001. Bugger.

PROSPECTS FOR 2003: *Run Like Hell* has finally crawled into the shops after mediocre reviews, with *Barbarian* (66%) to follow suit. Rumour has it that the Virgin staff weren't paid any wages over Christmas. Crikey, this isn't looking good.

PROGNOSIS: Critical

everything". In the long run, we've only got ourselves to blame.

WHO'S TO BLAME?

There's no point crying about the death of 'our' industry. Truth is, games have long been part of a larger cultural phenomenon. Just look at all the mainstream print and TV coverage of *Vice City*, or the recent tabloid swipes at the morality of *The Getaway*. When Labour culture minister Kim Howells starts talking about the "pornography of violence" in videogames – bear in mind, he's only recently discovered rap music – you know you're part of something significant.

Like any industry operating on a mass-market scale – movies, music, TV – the schedules soon flood with lowest common denominator dross. By reading PSM2, you're already part of a 5% minority of PS2 owners. As the charts attest, not everyone scrutinises over buying a so-so game with a decent licence. The mass market punter relies on word-of-mouth, brand loyalty and shiny packshots. What the heck – with most retailers offering a ten-day returns guarantee, who cares what they're picking up?

Standards falling? Not necessarily. As we said earlier, the average score given to a game in the Christmas Top 20 – allowing for PSM2's harsh regimen – was 81%. Nobody wants a duff game – we're *all* Joe Punter at heart – and titles that fail have usually made elementary errors in design, approach or presentation. Our biggest fear is that publishers will mimic previous successes, paralysed by fear of failure and stifling creativity.

CROON DOESN'T PAY: *Gitaroo Man* deserved a wider audience, but £40 was too much to tempt the curious.

The challenge for the industry is how these new ideas are brought to market. The current £40-or-bust retail model doesn't support risk takers. Perhaps Broadband downloads will revolutionise the way we buy games, or publishers will finally budget for high-quality mid-price releases. We'd all be more likely to take a punt on *Rez*, *Ico* or *Gitaroo Man* at £19.99.

"IT'S EVERY BIG PUBLISHER'S DUTY TO SUPPORT CREATIVITY"

Until the industry learns to adapt, we're going to see a lot more small publishers crumble by the wayside, or get absorbed by bigger companies who can shoulder the loss. Traditional 'enemies' of creativity, EA, are one of the few firms pushing things forward. Say what you like about *LOTR*, but how many non-games-playing folk could've failed to be impressed by the seamless visuals and gripping soundtrack? It's every big publisher's duty to support creativity, and ours to keep them in check. After all, would EA have changed *FIFA* so drastically if everyone hadn't bought *PES*? The ultimate power lies with the consumers and, as long as that remains the case, the glimpses of genius that keep us all glued to our PS2s – when we should be out drinking ourselves loopy, gawping at adverts laser-targeted to create dissatisfaction or jogging into an early grave – should never fade.

REZ THE LOVE? Concept games like UGA's acclaimed shooter were ignored by confused PS2 owners.

YOUR SHOUT...

Are you worried about the future of PS2? Or have things never looked better? Perhaps you can identify deeper issues or suggest a better way to stimulate original games? Whatever you'd like say about the current state of the PS2 market, send your opinions to Boom or Bust? PSM2, Future Publishing, 30 Monmouth St, Bath, BA1 2BW or email it on to: psm2@futurenet.co.uk. We'll be printing the best responses in next month's issue. Don't be shy – the industry needs your support.

ERS ARE IN MORTAL DANGER?

ACCLAIM

PERFORMANCE IN 2002: *Turok Evolution* debuted to mixed reviews and lacklustre sales, despite gratuitous – and expensive – tabloid promotion. *Aggressive Inline* was decent, but paled in comparison to *THPS4*. *Burnout 2* (91%) was, admittedly, ace but soon came scuttling out of the top 10. *BMX XXX* was just abysmal, barely grazing the top 40 despite lurid baps-out shock tactics.

PROSPECTS FOR 2003: *Paris Dakar*, *ATV Quad Power Racing 2*, *Urban Freestyle* and – the biggie – *Vexx*. Honestly <adopts voice of Richard Littlejohn> you couldn't make it up. Acclaim need a BIG hit – fast.

PROGNOSIS: Wheezy

BAM!

PERFORMANCE IN 2002: *Driven* sold 78 copies in its first week, *Riding Spirits* was the 106th best-selling game of the year and *Reign of Fire* was outsold by G1 Jockey. Oh 'eck.

PROSPECTS FOR 2003: Actually, quite good. *A Sound of Thunder* – by the team that was behind *The Thing* – looks ace, while *Ice Nine* also looks pretty splendid. Whether they'll sell to the clodding mass-market is something else...

PROGNOSIS: Touch and go

ELECTRONIC ARTS

PERFORMANCE IN 2002: Half of the top ten best-selling games belonged to EA, including *Harry Potter*, *LOTR* and *Medal of Honor: Frontline*. Shocked? You will be. *Ty the Tasmanian Tiger* outsold *Kingdom Hearts*.

PROSPECTS FOR 2003: Another *MoH* game, more *FIFA*, *NHL* and *Madden*, plus *SSX3*, *Soul Calibur 2* and lots of unannounced AAA developments. Their portfolio is almost embarrassingly strong.

PROGNOSIS: Immortal

mix. Whether or not this happens is really down to the gaming masses... If they don't go out and buy the original titles, then they will find that the numbers of such titles are greatly reduced, and they will only have themselves to blame. However, saying that, this could well be the industry at fault again, as consumers do not have bottomless pockets, so the pricing of games needs to be rethought as well. I was truly delighted to see that a number of retailers have been very proactive in their game pricing, and the recent three-for-two offers have been a brilliant excuse for me to pick up several titles at a more realistic retail price.

I think everyone needs to realise that games cost serious money to develop. Even the most simplistic games have budgets that run into millions of pounds, and this money needs to be recouped. If a game doesn't sell, the developer/publisher won't make the same mistake twice, and will look at other ways to ensure sales. Saying that, some licences are not managing to sell these days. either.

The industry is changing again and, as a gamer, I plead with everyone involved to ensure that they continue to make the best game that they possibly can, whether original or not, as it is the weak games that dilute the market and force consumers to think more carefully when they come to spend their hard earned cash. And instead of taking a risk on a very good original title, they are beginning to buy licenced titles that might not be the best games in the world, but are safe bets

THE SMALL DEVELOPER
STE PICKFORD

Ste Pickford, Managing Director, Zed Two

"IN OTHER CREATIVE FIELDS LIKE MOVIE MAKING THERE ARE ALTERNATIVE CHANNELS FOR NEW IDEAS."

The hit/flop culture is unhealthy, but this is the way business works in any comparable field; movies, books, music, etc. Businesses want to make money, so they attempt to make successful products.

Where videogames are at a peculiar disadvantage right now, is that there is only one outlet for the finished product – the £40 boxed game. These are expensive to produce (with licence fees, etc), and therefore risky for the publisher, expensive to buy and hence risky for the consumer.

With no other viable outlet for games, it's understandable that publishers are treading very cautiously and are unwilling to risk millions of dollars on innovative and original potential flops.

In other comparable creative fields, even the expensive world of movie making, there are alternative outlets and channels for finished products rather than the expensive hyped-up blockbusters. Low budget films have a place, art house movies, television production, pop videos, advertisements. There are plenty of outlets in the movie business for new ideas that don't require multimillion dollar budgets. And there are plenty of ways for new talent to enter the field and experiment with new concepts which may eventually filter their way up to the blockbuster movie.

In games, we only have the full-price release. The budget market is dominated by re-released blockbusters, so there isn't really an established way for a developer or publisher to work on a lower budget, innovative, original concept, as there isn't a way to release these games and at least break even without spending millions of cash in marketing and production.

I don't know what the answer is, but I feel that we need some other outlet or channel for smaller, innovative games to emerge in order to generate the new ideas that are needed for the big budget releases.

THE HUGE PUBLISHER
BRUCE MCMILLAN

Bruce McMillan, Executive Vice President, EA Studios

"YOU CAN'T CRITICISE RETAILERS FOR STOCKING THE GAMES THAT SELL IN BIG NUMBERS."

I think it's too early to say that the market only supports blockbusters. As we move into the third or fourth year of PlayStation2, we're going to see new gamers gravitate toward titles that they understand from other media – sports titles like *FIFA*, and movies like *Harry Potter*, *James Bond* and *Lord of the Rings*. You can't criticise retailers for stocking the games that sell in big numbers.

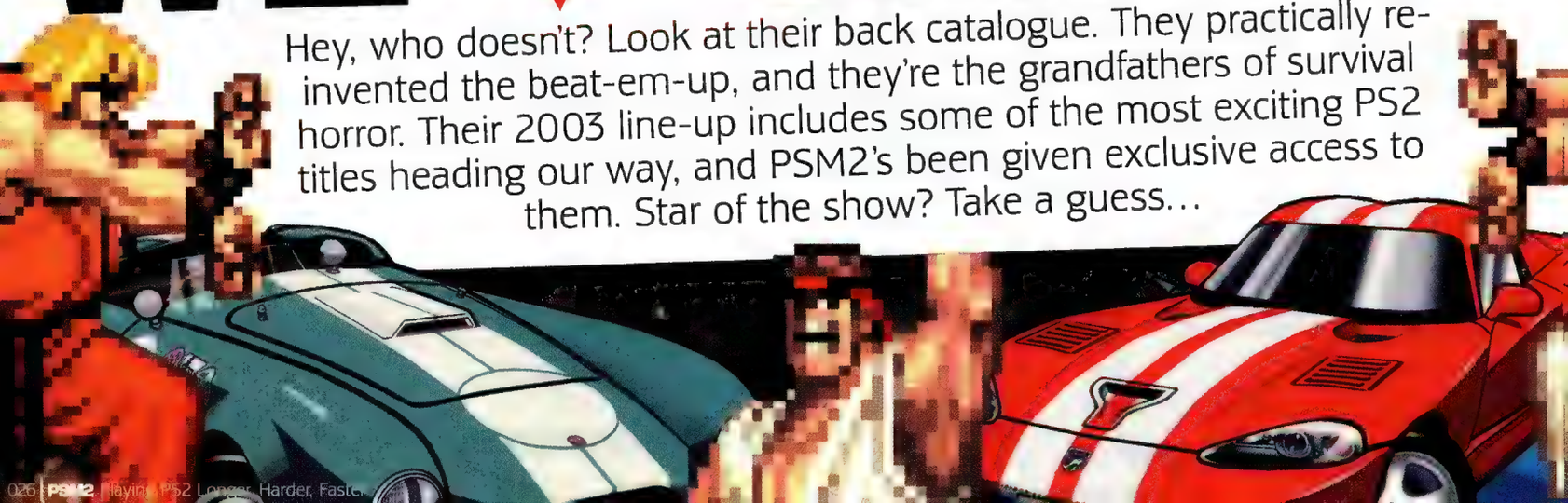
However, there is still plenty of opportunity for smaller, well-made games with solid publishing strategies. For instance, EA makes a PS2 cricket game and a rugby game that never approaches anywhere near the top 20 list. We can't force retailers in the US and Central Europe to stock these games, but we can build a surgical marketing plan that makes them available in Australia, NZ, South Africa and the parts of the Asian Rim and Europe that appreciate those sports and will buy the games. The point is, a small but well-made game can make a profit if it's supported by a good publisher.

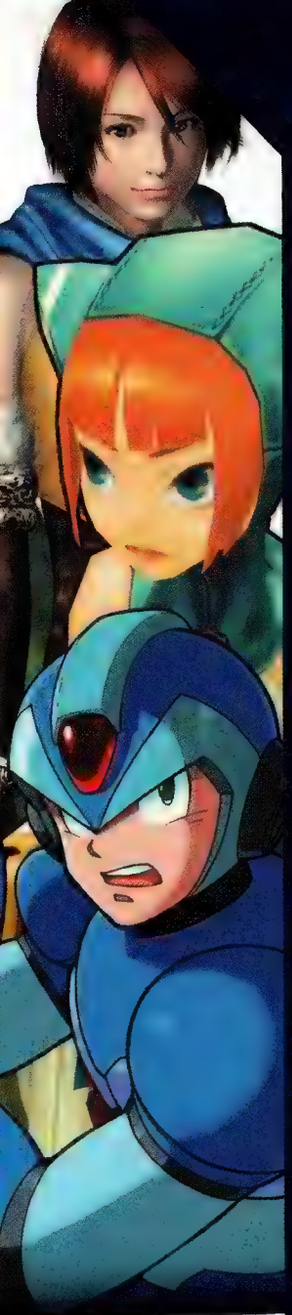
COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

WE ♥ CAPCO

Hey, who doesn't? Look at their back catalogue. They practically re-invented the beat-em-up, and they're the grandfathers of survival horror. Their 2003 line-up includes some of the most exciting PS2 titles heading our way, and PSM2's been given exclusive access to them. Star of the show? Take a guess...





OUT UK 2003 TBC

RESIDENT EVIL ONLINE

Evil's evolved, and the game we've been dreaming of for the last five years is finally taking shape. PSM2 loads up its Shotgun and heads off to Raccoon City.

WORDS: Adrian Lawton

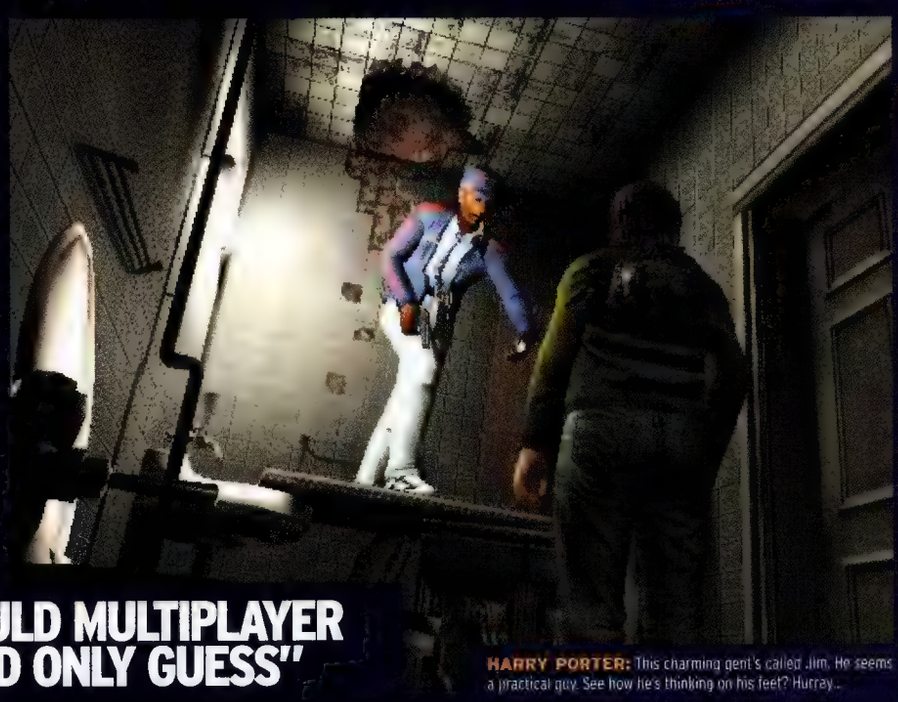
Ever since it was unveiled to the press during the SCEA press conference at E3 in May last year, we've been starved of information on *Resident Evil Online*, the game that's finally promising to make the PS2 Network Adaptor an essential purchase. The all-too-brief video that was shown then only left us with more questions: How would the game be structured? Would it manage to retain the edgy thrills of the series so far? Just how well would multiplayer *Resi* work? We could only guess at the answers.

Fast forward to January of this year. Given the virtual drought of info during the preceding seven months, we're getting restless. Then we get the news we've been waiting for – Capcom's holding an exclusive event in Las Vegas, and *Resident Evil Online* will be the star of the show. Does PSM2 want to go? Does Jeremy Spake like pies?

We already know how the game fits into the *Resident Evil* timeline: the action takes place at the same time as Leon and Claire's daring escape in *RE2*, and covers the entire landscape of Raccoon City, the unfortunate Mid-Western American town that's been devastated by the Umbrella Corporation's lethal T-Virus. Producer Yoshihiro Sudo explains that some locations will be familiar to players of previous games, though many new areas will also be included. Characters are seen passing through underground tunnels, traversing a subway train, skulking through hospital corridors and dashing through densely wooded areas – certainly showing a pleasing variety of locations so far. Check out the DVD this month for our exclusive premiere of the entire video and see for yourselves.

We're now much clearer on how the game will actually play. Split into distinct Chapters, each are complete stories in their own right, and are estimated to take between one and two hours of play to complete. Exactly how many Chapters will be made available isn't revealed at this point, so we make a note to discuss the game's longevity with Sudo later (See our exclusive interview on pg28 to see what he had to say).

Players group together in teams of up to four, from a selection of eight available characters, and

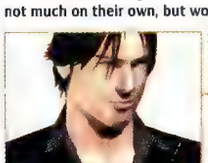


HARRY PORTER: This charming gent's called Jim. He seems a practical guy. See how he's thinking on his feet? Hurray...

"JUST HOW WELL WOULD MULTIPLAYER RESI WORK? WE COULD ONLY GUESS"

FAMILY FOUR-TUNES

The characters you can select in *Resi Online* aren't the hard-nosed elite forces of the S.T.A.R.S. team of previous games, they're an assortment of regular Raccoon City citizens thrown together by the disaster that's struck their sleepy little US town. They're not much on their own, but working together, in groups of four, they might just get out alive...



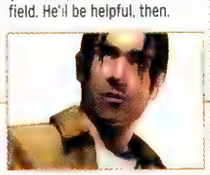
1. KEVIN is a fully paid-up RPD Police Officer. He's not the most talented of individuals, and has tried (and failed) to pass the S.T.A.R.S. entrance exam on more than one occasion.

2. GEORGE is a doctor, based at Raccoon City's General Hospital. He's well respected, and considered one of the best general practitioners in his field. He'd be helpful, then.

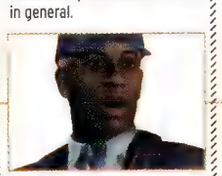
3. YOKO is a bit of an enigma – she's a young Japanese woman who won't disclose her occupation, and suspiciously reveals very little about herself in general.

4. MARK is an all-American Vietnam veteran, who now works as a security guard. Presumably, he's pretty handy with a weapon, given his military background.

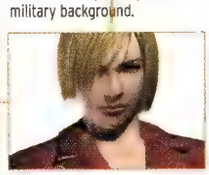
5. CINDY works as a waitress in a local bar. She's liked for her pleasant demeanour, but must offer more than that...



6. DAVID is a plumber and has a reputation for being a no-nonsense kind of guy who only says what needs to be said.



7. JIM is a railway worker who spends his spare time with his nose buried in puzzle books. Could come in handy...



8. ALYSSA is a typical reporter – she's nosey, opinionated and always looking out for an argument.

COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

HEART OF THE CHATTER: We fear for children's minds if "w@nker" isn't among the conversational choices.

progression hinges on co-operation between the group.

While not entirely ruled out at this point, voice communication via a headset doesn't currently appear to be on the cards – rather, players select from a series of pre-set phrases based on the character you're playing. Sudo insists that this will help keep the gameplay focused and prevent it from lapsing into bouts of idle chit-chat, something that we tend to agree is important in a *Resident Evil* game.

Instead of the elite Police Officers of previous games, the cast this time is made up of Raccoon City's ordinary citizens – a waitress, a journalist, a plumber and a railway worker are among the roster – and each has a particular skill that's unique to them. Capcom illustrate this by stating that Jim, the railway worker, has a particular interest in puzzles, while Mark, a Vietnam veteran is the brawn of the outfit, with a penchant for weaponry.

PINSTRIPE SHOOT: Sinister men in suits being calm among the carnage? Don't trust them.

GNAW YOUR ROLE: Tch... some people never learn, do they? Make sure they're dead before you walk near their mouth. Simple.

SHOT A PROBLEM: Presumably, certain characters are better at killing things than others.

Quite how Cindy the Waitress' skills will come into play isn't clear. Perhaps she'll lull the undead hoards into submission with a fresh brew?

Characters that you'll be encountering in Raccoon City all have their own personalities and, depending on the context of your meeting, will react in various ways. If you talk nicely to them, they might help out with added firepower or help solve puzzles. If you're aggressive, they'll flee in fear. Which kinda makes sense. Of course, there's also the possibility that they're already infected with the T-Virus and will transform into a slathering zombie in front of your eyes...

STORE INSPIRING: Yes, everyone seems to be staring in opposite directions. It's a bit like a Barley-stuffed London shithole, eh?

You'd expect the game to feature a decent assortment of zombie-splattering weaponry and, indeed, we've seen pistols and shotguns put to good use already. But in a welcome departure from the *Resident Evil* norm, the game also allows players to take advantage of the environment. Broom handles, lead pipes, axes – in fact, whatever you can lay your hands on – can be used as makeshift weapons. Something that should prove invaluable when running low on ammunition.

"INSTEAD OF THE POLICE OFFICERS OF PREVIOUS GAMES, THE CAST THIS TIME IS MADE UP OF ORDINARY CITIZENS"

YOSHIHIRO SUDO SPEAKS HIS BRAINS

Never ones to pass up a good grilling opportunity, we settled down for a lengthy chat with *RE: Online* Producer Yoshihiro Sudo. Don't be fooled by the pouting. He's a real joker...

What's the main concept behind *RE Online*, and what do you hope to achieve with it?

Online games, up until now, have put a lot of emphasis on communication and are often chat-based, but with this game, while still retaining that communication element, we want to concentrate more on the actual gameplay aspect, which we don't feel has been emphasised as much as it should be in online games.

Tell us how the game will be structured and how gamers will go about actually playing the individual chapters?

First of all, you're going to be playing as an average, everyday person that lives in Raccoon City. Every single person has their own occupation and their own skills, and you're going to have to use those skills to survive Raccoon City, which has been totally zombified by the T-Virus.

Concerning the actual structure of the game, this will be split into scenarios. There will be beginning, middle and end scenarios, and each should be considered like a level in its own right. Each of them is a story in its own right (with a distinct beginning, middle and end), with a goal to achieve. Reaching the goal will end that certain story, and then you'll move onto the next scenario.

What do you think about the game's replay value? Obviously, being structured the way it is, there's a distinct beginning and end, so how do you plan to entice gamers to come back and play again?

Of course, there's going to be several different scenarios, so it's not like you'll be playing through just one, and depending on which character you select, the story will be different. There will also be different endings depending on how you beat the game, so for example, if one of your partners were to get trapped, do you choose to go back and rescue them, thus revealing the four person ending, or do you just leave them and go off with your two other companions, so revealing the three person ending? There will be lots of different variations on the ending like this, and this will make people want to play over and over again to see what new pieces of the story they can reveal second time through, third time through, etc.

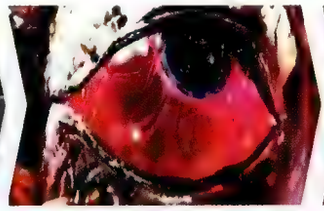
The presentation of *Resident Evil* has traditionally been very cinematic, with fixed

ON THE DVD...

You can see the game in action for yourselves exclusively on our DVD this month. Here's a selection of our favourite moments for your consumption...

1. Our characters start out in different locations, and totally alone...

2. United, we see them nervously traversing various locations, including this subway train.



3. Suddenly, we get a flash of something awful lurking in the darkness...

4. We catch our first glimpse of the lumbering zombie horror.

5. Suddenly, it's all action, our heroes are desperately fighting for their lives.

6. Pistol fire cracks everywhere, the only thing illuminating the gloom.

7. We get a tantalising glimpse of some giant insect creatures, attacking in the streets.

8. A Hunter appears, teeth and claws bared, it leaps into the screen...

9. As if that's not ugly enough, we're treated to a glimpse of a hideous Tyrant.

10. And a half-dead character is seen trying to escape. Sweet Jesus, this is tense...

"THERE REALLY IS AN EMPHASIS ON BEING THE CHARACTER YOU'RE PLAYING RATHER THAN BEING YOURSELF"

Where things really begin to get interesting though, is when Sudo divulges his thoughts on how human interaction will affect the gameplay experience. Rather than relying on the shock tactics of the previous titles, the co-operative nature of the game means you're dependent on others – you've got to look out for them as well as yourself. This prospect alone creates a whole new kind of suspense. You're not completely in command; not making all the decisions – you're not even sure you can trust your colleagues (they may, after all, be total strangers). Anything could happen, and probably will. Think about it: even conserving ammo becomes a real issue. Sure, you can share it between your group, but do you really want to give your own stash of valuable bullets to someone who's persistently wasteful?

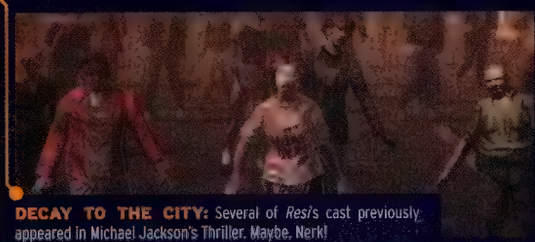
While Chapters can in theory be completed with less than the full amount of players, three people offer considerably less firepower than four do. To pile on the pressure, Sudo and his colleagues have opted to construct the game so that if a player succumbs to the zombie hoards, that's it, they're out for the rest of the chapter, transformed into a non-controllable undead creature, and leaving the team to struggle on without them. Understandably then, being reckless isn't going to endear you to your colleagues, so you're going to have to think very carefully about every single move that you make.

In theory, the game could also be played from a wholly different perspective, though caution is advised. You might opt to betray certain members of your group, but what happens if they beat you to it, ditching you first, and leaving you to fend for yourself against overwhelming enemy numbers? The importance of this trust factor is something that can't be overlooked. Case in point: players will often begin the game in completely different locations, and have to work their way to a specified meeting point. Unaware of your teammates plight, you might arrive to find that no-one else has turned up. What do you do? Go looking for them and risk your own neck, or simply abandon them and try to continue alone? It's a choice you'll have to make, and could turn the whole game on its head. Above all else, it's this kind of experimental gameplay that makes the prospect of *Resident Evil Online* so appealing.

We're left in no doubt that the possibilities for the title are huge. Sudo's insistent that it'll provide a whole new approach to network games, focusing on pure gameplay instead of the chat-based culture of so many PC titles, and will deliver an experience that exceeds the thrills of any other *Resident Evil* title so far. And from what we've learnt in Las Vegas, we believe him.

Typically, a European release date was still unconfirmed by the time we went to press, but we're expecting an announcement at this year's E3 in May. Make no mistake, this is going to be massive, and PSM2 will be there all the way.

CO-OPERATION WOLF: Won't everyone want to be the cool man in the shades? No-one likes bandannas that much, do they?



DECAY TO THE CITY: Several of *Resi*'s cast previously appeared in Michael Jackson's Thriller. Maybe. Nerk!

camera angles and detailed pre-rendered backgrounds. How will *RE Online* work in this respect – will it be similar?

It's not going to be much different to previous *Resident Evils*, which means the static backgrounds will remain. The camera will move along with the character, and though you won't be able to control it, it'll move and change to different angles to give a movie-esque style to it. It'll retain the pre-rendered backgrounds and look very similar to what we saw in the Gamecube versions. But we're especially trying to take steps to ensure that the camera doesn't get in the way, or get stuck behind walls. We've had complaints of this nature from players before, and I'm going to make sure that these problems don't plague this game.

What about the game's enemies? Obviously there'll be zombies, and maybe a few old favourites like the Hunters and Lickers, but will we be seeing any new creations?

Yes, in addition to old original favourites, we'll be including lots and lots of new enemies. With this game, you have to think of the stage as actually the whole city, so what you're going to see are different places and locations that you haven't seen in previous *Resident Evils* and, of course, some of those enemies will come from these new areas. For example, as you walk around the street, you'll see normal everyday bugs that have been attacked by the virus, and they've unwittingly been mutated into huge or monstrous creatures. So you'll see this kind of thing going on in the streets, rather than, say, a lab, which has been the typical settings for previous *Resident Evils*.

Can you explain how you intend to go about making communication as easy as possible between players in the game?

As I mentioned before, a lot of online games place a lot of emphasis on chatting back and forth, and I think that's important, but I'd rather put the emphasis on actually playing the game, and playing the character. So you can't just freely talk, but what you can do is choose from a selection of things that that actual person would say. For example, if you're a Police Officer, you'll say things in a commanding way. You can't just get on there and say something like "Yo, whassup?" because an officer of the law wouldn't say that, so you get a fixed selection of choices that a Police Officer would actually say. There really is an emphasis on being the character you're playing, rather than being yourself.

Is there the possibility of using some sort of icon-driven language system, to cut through international barriers?

No, I don't think so. I want to get away from using a standardised set of expressions, and what you can say will be totally based on the situation – the character, their sex, the time of day – it'll vary a lot, depending on the context. We're still deciding at the moment whether it'll be an international game, or regionalised.

Do you currently have any plans for extra content that could be downloaded via the PS2 network adaptor and hard drive?

I really, really want to try a new kind of game, and so many online games are based upon y'know, "you've got to get this new content out" and all that. So I want to think of a new way of doing things, to place more emphasis on the actual game that you bought, instead of getting new stuff later. But concerning whether there will be new stuff you can add on to it or not, then there definitely will be, of course. What exactly that will be, I've yet to decide. Whatever we choose to do though, we want to try something new, a fresh approach, and we're currently undergoing planning on how best to do this.

COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

CHAOS IN POINT: You can set your minions in offensive or defensive formations, depending how the battle sees fit.

OUT UK TBC 2003

CHAOS LEGION

The armies of darkness have risen, and only you and a 'legion' of allies have the ability to stop them. It's utter 'chaos'. See?

Chaos. The word serves up a host of images. Six o'clock on a Friday night in the centre of Stoke. Harrods at the start of the January sales. The screaming hordes of tiny girls bouncing off the windows Blue's tour bus. You wouldn't want to be in any of those situations. But the mayhem of Capcom's gothic adventure makes them all pale into insignificance. This game's got more enemies than Chris Moyles. Think Raccoon City's bad? You ain't seen nothing yet.

The predictable plot features oddly-named swordsman Sieg Wahrheit's frantic chase to stop his friend Victor Delacroix's descent into darkness, and the resulting destruction that'll ensue. What this boils down to is the story of an evil army threatening to overwhelm mankind, where the job of kicking their demon hellspawn asses back to hell falls to you. Fortunately for you though, you're not alone.

The Legions of the title are the major aspect that sets this game apart from the normal hack 'n' slash title, and allows for more strategy than you'd expect. While his

"CROWDS OF ENEMIES FILL THE SCREEN, WITH INCOMING FIRE WHIZZING IN ALL DIRECTIONS"

1. SWORD

These weapon-wielding guys are your mainstay of support at the start of the game, providing a sturdy contingent of extra steel ready to do your bidding.

HELPING HANDS

Powerful allies, the Legions come in really useful when you're in bother. The extra manpower adds loads of extra power to your attacks, and can be controlled while simultaneously controlling Sieg, allowing you to counter blitz attacks. Here's a selection...

2. GIANT

This fella's built like a brick shithouse, offering masses of muscle power when needed. Summon him up and send him off to tackle any particularly powerful enemies that are giving you trouble. Oof!

3. BOMBER

Like some giant mobile mine, this fella's an explosive addition to your arsenal. Any enemies that stray too close'll be blown to bits as he detonates, kamikaze-fashion.

4. ARCHER

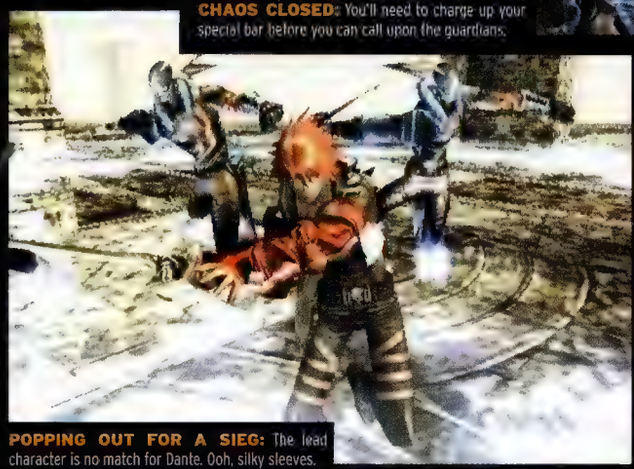
Armed with massive crossbows, the Archers are invaluable when tackling airborne enemies that are otherwise out of reach, or simply when a distance attack will prove more effective.

STRIKE A POSE

Your Legions aren't stupid, y'know. They can be ordered to do your bidding, depending on how you want to play the game. A quick flick of R2 switches between either a defensive stance, (signified by a blue fire beneath them, as shown in this screenshot), where they'll surround Sieg, protecting him from incoming enemy fire, or an offensive stance (red fire). In this offensive mode, they can be sent off to attack individually targeted enemies with a press of R3, meaning you get them to target the most troublesome opponents, while you mop up the rest yourself. Dead handy.

LEGIONAL VARIATION: The hack and slash gameplay will be kept fresh with the RPG upgrade system and tactical elements.

CHAOS CLOSED: You'll need to charge up your special bar before you can call upon the guardians.



POPPING OUT FOR A SIEG: The lead character is no match for Dante. Ooh, silky sleeves.

"THE GAME REMINDS US OF THE BROODING GOTHIC STYLINGS OF DEVIL MAY CRY"

melee combat mechanics (ooh, hark at us...) are fairly simplistic, destroying enemies lets Sieg build up power in a soul meter, which in turn allows him to summon up to seven different kinds of creature to fight by his side (see Helping Hands). One type is an archer, another's a bomber, one shields him from damage, and another's simply a huge beast that offers considerable additional muscle. Each is advantageous in different situations – the archers can be used for distance attacks when melee combat is impractical, while the giant creature is useful for simply clearing a path when needed. The more power he has, the more Legions he can summon, and the more different types of attack they can perform.

Rather than just blindly attacking everything in sight, these servants can be managed by the player with simple presses of the shoulder buttons (see Strike A Pose). They can be ordered to defend Sieg at all costs, forming a protective wall around him, or set to a more offensive stance, and while they've a limited lifespan, eventually being felled by enemy blows, they prove to be an invaluable aid, helping even up the seemingly overwhelming odds.

From an aesthetic viewpoint, the game reminds us of the dark, brooding gothic stylings of *Devil May Cry* and, indeed, at first glance, the figure of Sieg dashing around the screen could pass for Dante. But it plays more like a mixture of *Dynasty Warriors*, with a little of the monster-summoning magic of *Final Fantasy* thrown in. Our early hands-on showed plenty of promise – crowds of enemies filling the screen, with incoming fire whizzing in all directions and not a hint of slowdown.

We're a little concerned that the simple destroy-everything-to-open-a-gate-to-the-next-area-then-repeat gameplay we experienced will wear thin after a while, but Capcom are promising that the game will incorporate both RPG and adventure elements into the action, though are currently unwilling to divulge what these will actually involve. Watch this space.

JUST IN CHAOS: You can summon archers to deal with distant foes, or bombers for full frontal close-up damage.

COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

OUT UK TBC 2003

RESIDENT EVIL: DEAD AIM

Don't mention the word 'survivor'. This has nothing to do with that series. Honest.

R*esident Evil Online* isn't the only zombie-wasting fun being lined up by Capcom. *Dead Aim*, the latest in what was once known as the '*Survivor*' series of *Resi* Lightgun spin-offs is much more promising than previous Capcom lightgun games – particularly the previous three games in the *Survivor* series. No wonder they're changing the name.

This time we're treated to a whole new slant on things. When we say 'new slant', we're *actually* saying, 'new character' and 'new location'. Anti-Umbrella Search & Pursuit Team agent Bruce McGavin is mucking about a cruise ship that's been (surprise, surprise) infected with the darned T-Virus, turning everyone on board into flesh-hungry zombies. Best get shooting.

New for this incarnation – and pretty damn effective – is the way the perspective switches depending on the situation. While moving about, the action's purely third-person, giving a more classic *Resident Evil* atmosphere to proceedings, and avoiding the clumsy, plodding feel that has hampered the fun previously. Pull the trigger though, and the view will zoom to a first-person perspective, allowing the G-Con 2 to do its stuff. It's a much better system, making for a much more enjoyable experience.

It looks a corker too. No pre-rendering in this one, we're talking detailed, real-time 3D environments. We're sure you'll agree from the screenshots, it's 'dead' purdy. Of course, being a shooter, the emphasis is firmly on action, with stacks of enemies lining up to do the lead lambada. But there are also a number of simple puzzles thrown in – they tended to be the 'find key, open door variety' during our playtest. We're sure they'll be more complex in the final game.

We're not expecting it to be a long-lasting experience – this type of game never is – but at least this finally looks like it might be worthy of a place in the *Resi Evil* library, instead of sullying its good name. So far, so good. A release is pencilled in for June, so we'll soon see how the finished product holds up.

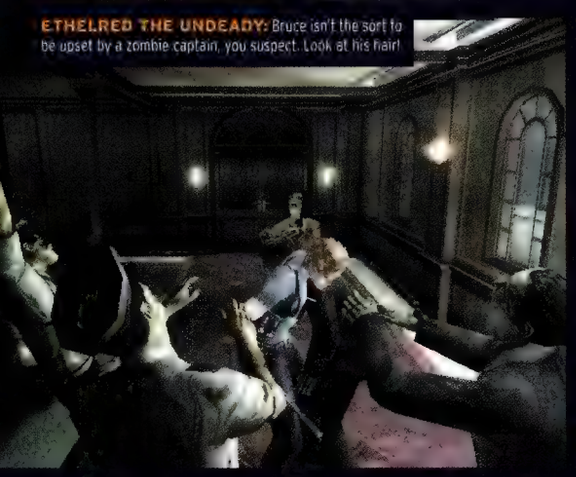
"NO PRE-RENDERING HERE, WE'RE TALKING REAL-TIME ENVIRONMENTS"

KEY TO THE SHITTY: We'd appreciate the ability to 'tinkle' the 'ivories'. By which we mean, 'shoot' the 'piano'.

HANDS-ON VERDICT:

To be honest, we're pretty pleased with what we've seen so far. Not *Resi-Evil- Online*-overjoyed you understand, just reasonably happy. And that's not bad when you think about its lacklustre heritage. The perspective switching helps overcome the lumbering control of old and the real-time 3D visuals give it an appealing look. More soon.

H2 WHOAH: These things look oddly placid, don't they? Not as decomposing and vicious as normal.



ETHELRED THE UNDEADY: Bruce isn't the sort to be upset by a zombie captain, you suspect. Look at his hair!

GUN FOR IT: Eeeee! Aim outside the screen... *outside the screen*. Alternatively, just shield your face and squeal.

HOOF RENDELL: Plenty of clippety-cloppety action on the back of your trusty steed.

RED DEAD REVOLVER

"Get off yer horse and drink yer milk." Wait, that was John Wayne not Clint Eastwood. Whatever.

Red Dead Revolver's come along pretty nicely since we last saw it at E3 in May. The gritty Spaghetti Western look is still as strong as ever, now heightened by the clever use of Enio Moricone's classic music (whistles the theme to The Good, The Bad and The Ugly). A targeting system now enables the highlighting of individual body parts, meaning that you can incapacitate enemies, who then become playable in multiplayer shoot-outs. A sure thing, pardner? Hmmm...

HANDS-ON VERDICT:
We like what we've seen, but we'll reserve judgement until we get to put it through its paces. Quite how long the funin last in Solo mode remains to be seen.

OAF YOUR HEAD: All the bad guys have individual - if not very imaginative - names. Like in *Final Fight*.

CLOCK TOWER 3

Young girls in school uniforms being chased round and round. This can only be made in Japan.

We've now had the chance to get to grips with an English language version of spooky *Clock Tower 3*. Now we can understand it, the game's even creepier than before. Particularly good is the emphasis put on avoidance instead of fighting. Young heroine Alyssa's largely unarmed (apart from some Holy Water), but can use parts of the environment as hiding places. Encounters with enemies fill up her panic meter – once full, she freaks out, running blindly around, stumbling into objects. Expect a PAL release in the summer.

PANIC MONDAY: Honestly - we've never lost our cool when Jonnie wears *his* 'special' apron and gas mask.

"ENEMIES FILL UP HER PANIC METER, AND ONCE IT'S FULL, SHE FREAKS OUT"

BREATH OF FIRE: DRAGON QUARTER

The classic series has gone all cel-shaded for its UK PS2 debut in the summer. Unleash the herbs...

It's been kicking around since the SNES days, but Capcom's perennial *Breath of Fire* series has gone all cel-shaded for its PS2 debut. Our first English-language experiences suggest that it's still as strong as ever in the storyline department, and promises to be a welcome addition to PS2's role-playing contingent. Interesting features include the way that characters can use traps or decoys to aid them during monster encounters, and a combo system that lets characters inflict bonus damage on top of normal attacks. *Dragon Quarter* flaps into shops in July.

"CHARACTERS CAN USE TRAPS OR DECOYS TO AID THEM DURING MONSTER ENCOUNTERS"

SWIPE CLEAN: The combo system's handily assigned to the symbol buttons. Which is handy.

GREGORY HORROR SHOW

Soul-stealing animated antics with a peculiar block-headed hero.

Unveiled for the first time was this curious 3D platformer based on a short Japanese anime of the same name. It follows a young boy's attempts to escape Gregory House, a haunted hotel, by nicking the souls of its ghostly inhabitants. Of course, the spooks aren't going to give them up easily, so it's up to you to figure out how best to do this, and the game lets you peek through keyholes and eavesdrop on conversations to figure out your best strategy. The Gregory of the title by the way, is a little talking mouse. With a square head. We told you it was odd...

MEGA MAN X7

It's his 15th birthday, and Mega Man is celebrating with his first PS2 outing.

Another old-timer appearing on PS2 for the first time. Cult figure *Mega Man*'s debut, *X7*, is a scrolling shooter mixing 3D environments with 2D gameplay. Generally the action's side scrolling, though like *Contra*, it sometimes switches directions, for example, so that you're running up or down the screen.

A lock-on system allows for targeting of individual enemies, even picking out individuals' weak spots and a new feature called 'Scramble Change' allows for switching of characters mid-battle. A two-player co-op mode and a mysterious new character are also included.

PSM2

COMING SOO

ONLY IN PSM2 - TOMORROW'S BIG GAM

トクセンショウホウ

PRIMAL - APRIL. ZOE2 - APRIL. INDIANA JONES - APRIL... WELCOME TO BORN SLIPPY.

JONNIE

No, not the sub-Word-at-it's-worst-pop-piss-up hosted by gurning 'ball-on-a-stick' Sara Cox (breathe in), but an unprecedented month of titles skittering off to the safety of Easter... Something to be ashamed of, perhaps? Unlikely – as all three are potential big shifters. So what's going on?

Head back to pg22, read Dan's news splurge and you just might find half an answer. Sales of games over the Christmas period have been a mixed bag, and subsequently put the fear of God into the publishing houses. Hence, the shift of emphasis on to the next big sales holiday in the production calendar. "Stick your chocolate bunny, Nan. I wanna pilot Jehuty..."

Then again, these moves might be motivated by an attempt to knock a few big sellers into the next 'fiscal year' for game publishers, thus cranking up profits for 2003.

Where does all this leave previews this issue? In not too bad a shape actually, as Ubi Soft, and the rather special *Splinter Cell*, stick to their guns and prove that quality really is timeless.

Oh, and apologies to those expecting an *Indiana Jones* review. Blame it on Easter... **PSM2**

PSM2'S MANIFESTO

PSM2's PREVIEWS ARE: Packed with the best shots taken from the most exciting PlayStation 2 games currently in development. They give you all the crucial details you demand and direct you towards the key features of the game which we think will make a difference. We'll also bring you our hands-on verdict for every new game – giving you unrivalled insight into how the game's *really* shaping up (there's no press release-style waffle here...).

PSM2's PREVIEWS AREN'T: Simply dull, badly written back-story summaries for third-rate titles you really don't need to know about.

EXPECTED UK 26TH MARCH

SPLINTER CELL

Ubi Soft's softly, softly stealth adventure goes for the hard cell, but will conversion difficulties mark the splinter of our discontent?

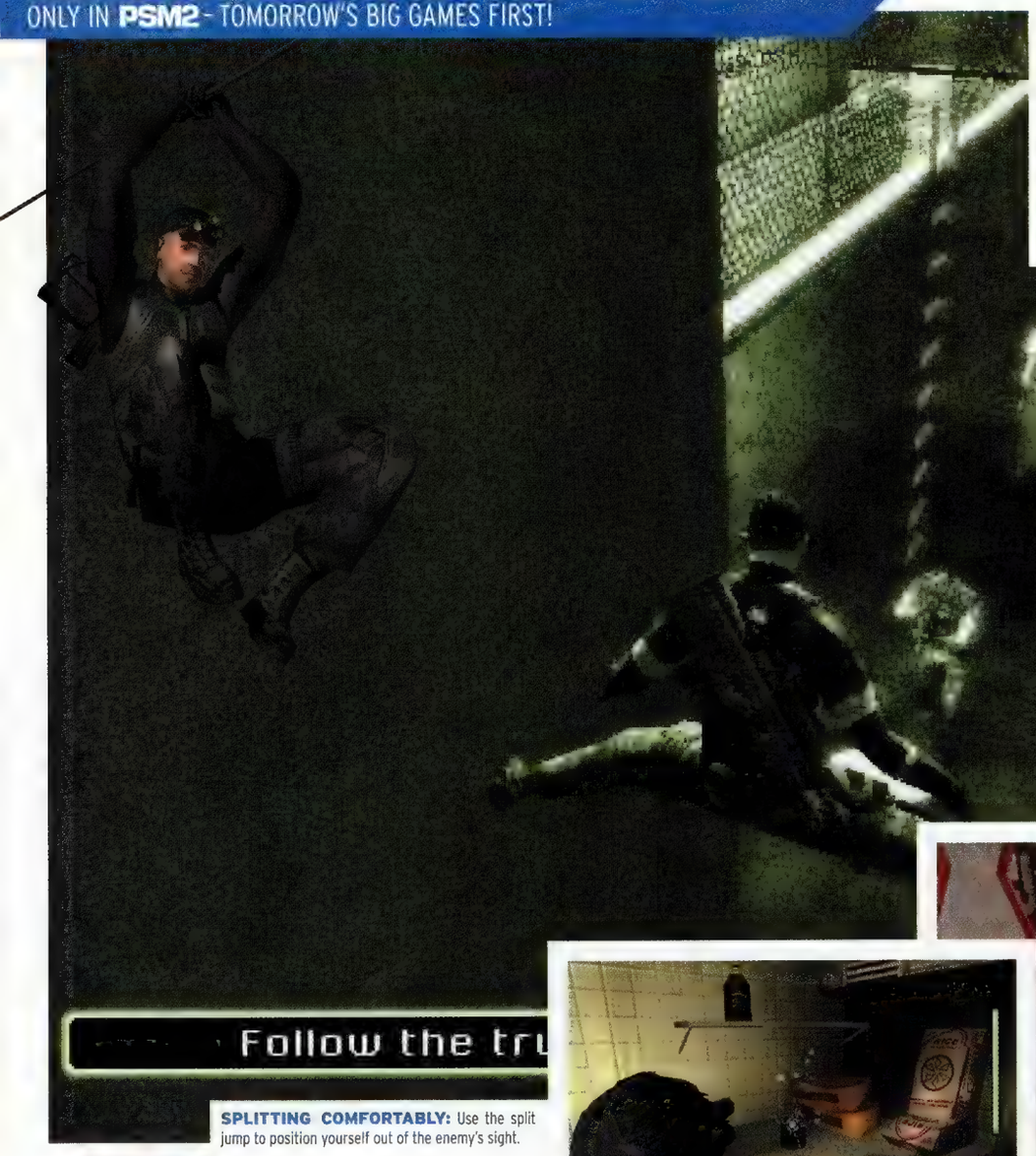
WHOAH. **Calm down... the answer's yes, OK? Confused? Ah, we'd better explain. Thing is, some of you might've seen *Splinter Cell* on – cough – *another* console and wondered if your doddery old PS2 could handle all the swishy thermal imaging and shimmery particle effects. We'll save the technical comparisons for later, but take a long hard look at the screenshots and soften your sceptical gaze. Not only does Sony's ribbed system handle Ubi Soft's ground-breaking stealth-adventure with the sleight of a Roger Moore karate chop, it features an exclusive level and feedback-balanced gameplay. Rather than hobbling on to PS2, *Splinter Cell* might force Solid Snake into early retirement.**

For those who don't know their Sam Fisher from their Fisher Price, comparisons with *Metal Gear* are inevitable. At last year's E3, Hideo Kojima jokingly suggested that they release *Splinter Cell* as *MGS3* to save him the trouble. Taking charge of ex-CIA, ex-Navy Seals, ex-NSA and Blue-Peter-badge-holder-turned-government-operative Sam Fisher – the Splinter Cell – you're on a one man mission to save the world from rogue Georgian president Nikoladze and his high-tech army of mobile terrorists.

"YOU'RE ON A ONE MAN MISSION TO SAVE THE WORLD FROM NIKOLADZE AND HIS ARMY OF TERRORISTS"

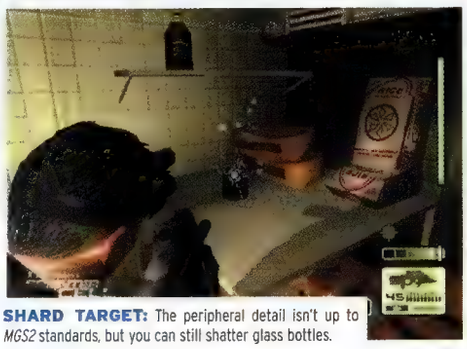
COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

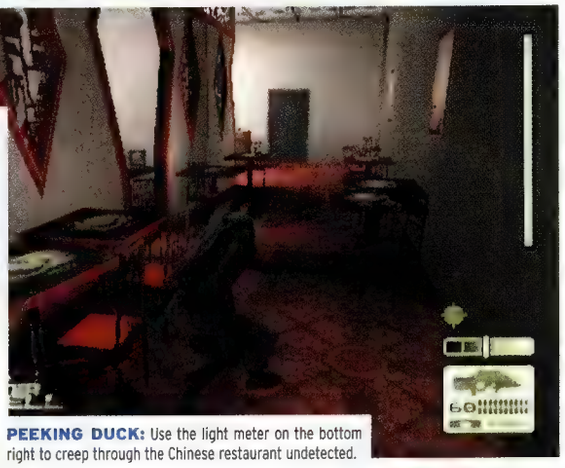


SPLITTING COMFORTABLY: Use the split jump to position yourself out of the enemy's sight.

RAPPEL WELCH: Sam can abseil down buildings and swing feet first through open windows or glass panes.



SHARD TARGET: The peripheral detail isn't up to *MGS2* standards, but you can still shatter glass bottles.



PEEKING DUCK: Use the light meter on the bottom right to creep through the Chinese restaurant undetected.

Worse, since you're operating above the law, get caught and the US government will shred your existence faster than an Enron tax return.

Mercifully, Sam's harder than an A level in cement-mixing, relying on stealth and technology to redress the odds. Believe us, a gung-ho approach is *not* going to work. The key to success is patience, guile and tactical deployment of resources. A typical scene places you in the predicament of having to disable two guards with a single bullet without tripping the alert. Solution? Use the bullet to shoot out the lights, and snap both their necks. Sam Fisher, eh? Nails *and* brainy.

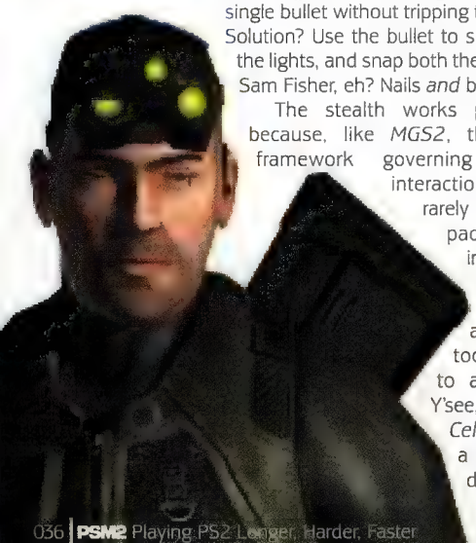
The stealth works perfectly because, like *MGS2*, there's a framework governing every interaction. You'll rarely toss the pad down in a rage for tip-toeing a pixel too close to a guard. Y'see, *Splinter Cell* is all about deception through the manipulation of light and sound. The system's simple and intuitive – when Sam's in darkness, no-one can see him. Equally, when Sam makes a loud noise, guards stop and stare. To avoid confusion, there's even a light meter to show your level of visibility. Everything behaves exactly as you'd expect – save an allowance for body odour and unexpected bodily emissions.

Of course, the stealth is largely a justification for some staggering lighting effects. When Fisher shimmies along a corridor, light strikes his body like a dayglo zebra, flitting in real-time and casting mushroom-friendly murky shadows. Sam's equipped with an infrared visor which lets him see in the dark and – tee-hee – creep up on foes from behind. The action's portrayed in evocative 1960s mono-vision, with fantastic blurring effects near potent light sources. There's even a thermal-imaging visor to see through walls, depicting people as Predator-style cut-outs.

The spot-effects are consistently breathtaking. Steam hisses from the neon-licked China streets, while smoke belches from closed fires. In one scene, you're asked to shoot out a skylight from a smouldering room, gazing slack-jawed as the smoke slowly dissipates. The game also features dazzling – if purely cosmetic – cloth physics. Curtains flap as you walk through doors, while hospital-issue plastic partition sheets bend and fold as you edge toward them. The sun-licked ocean on the oil-rig level is so convincing, you can almost feel the heat coming off the waves.

Controls are relatively accessible, with an invaluable assault course tutorial mode for novices. As the game progresses, Sam encounters new equipment, such as the multi-projectile sniper rifle, bolstering his skills. One sneaky manoeuvre is the split-jump which allows him to perch astride a narrow corridor with his legs in an inverse V-shape, letting foes pass harmlessly below – whereupon he can whip out his rifle and pick them off as they pass. He can hang from ledges, shimmy round corners, abseil, climb chain fences, shin up pipes and even perform deathslides.

"SAM CAN HANG FROM LEDGES, SHIN UP PIPES AND PERFORM DEATHSLIDES"

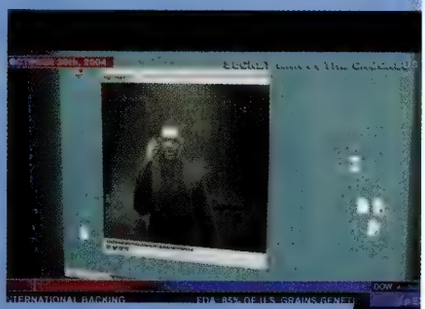


HANG SOLO: You've got unlimited grip, so wait until the guard steps away and shuffle past.

CLANCY RAY GUN

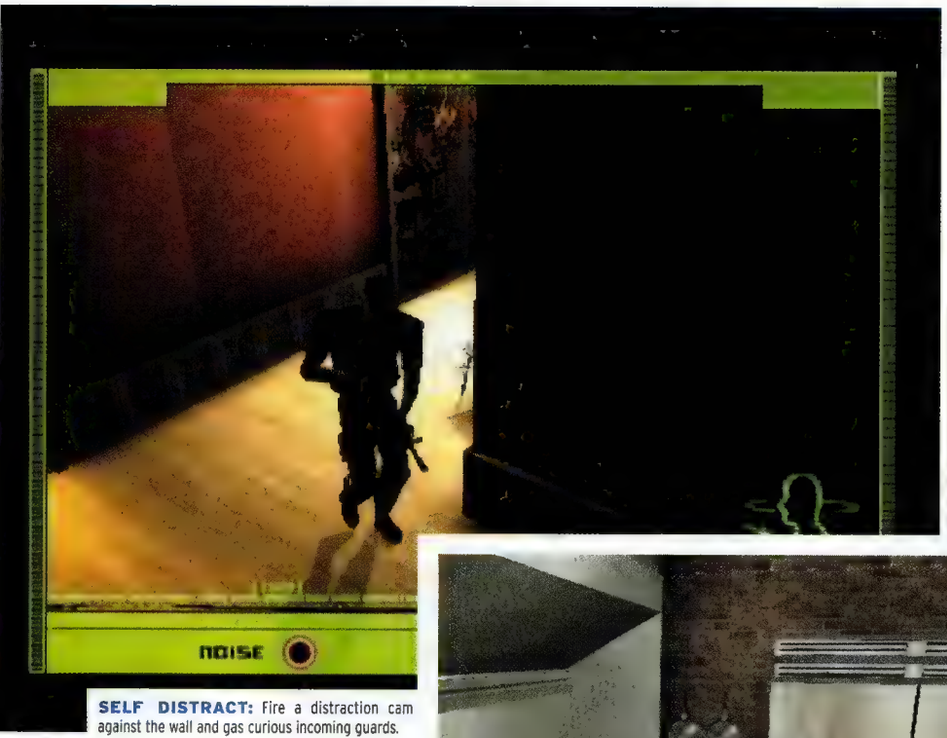
1

OVEN, GUERILLA OR FRY:

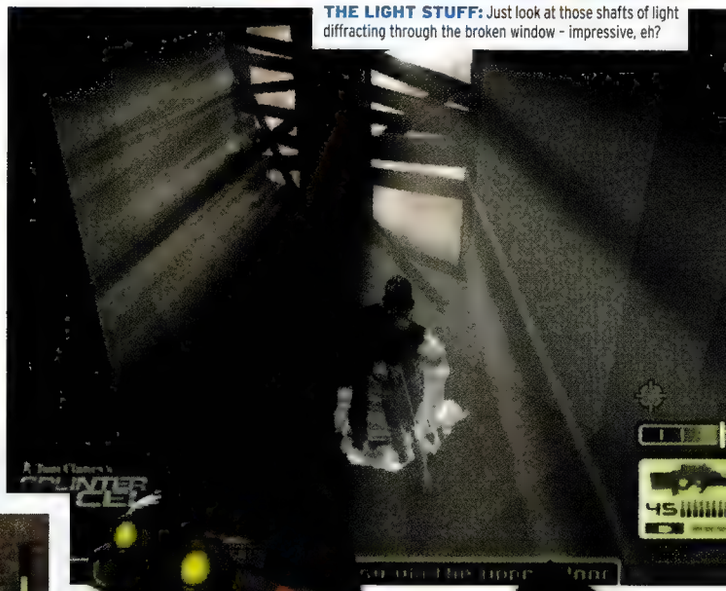


H'WAY THE NIKOLADZE:

EXTINGUISHED GENTLEMAN: Lure guards toward the wall, then knock 'em out with a blast of coolant.

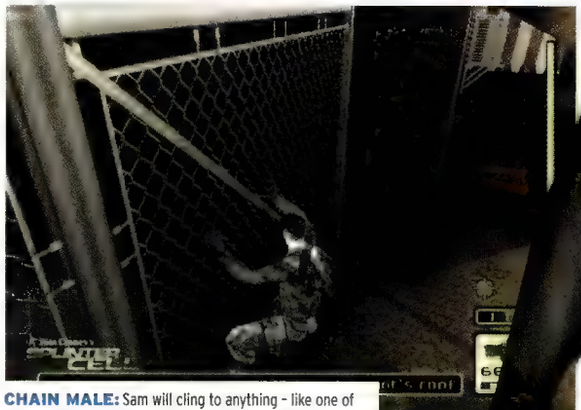


SELF DISTRACT: Fire a distraction cam against the wall and gas curious incoming guards.



THE LIGHT STUFF: Just look at those shafts of light diffracting through the broken window – impressive, eh?

CHEF, DUMB AND BLIND: Sneak up and take bystanders hostage to stop them raising the alarm.



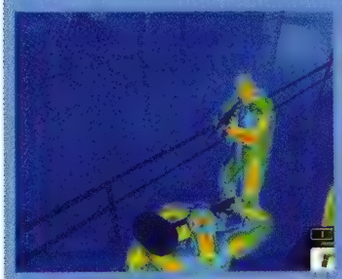
CHAIN MALE: Sam will cling to anything – like one of those Sticky Octopus things, but without the need for soap.

With practice, you'll be instinctively tapping ◎ to enter stealth mode, causing Sam to crouch and tip-toe – perfect for sneaking behind foes and traversing noisy surfaces like crushed glass or creaky panels. △ is used for small jumps, while the □ button handles all your menu activities, vital for checking maps and data sticks from fallen foes. Sometimes, Sam will have to sneak up and seize enemy generals, forcing them to use retinal scanners or interrogation for information. Bodies, naturally, have to be dispatched in dark places to avoid unwanted attention.

The camera's user-controlled – using the right analogue stick – avoiding the fixed-perspective problems of *The Getaway*. You can even sneak an optic cable under the door frame to see what lies ahead. In later levels, you'll be given 'sticky' CCTV cams which can be fired on to distant targets to see around bends. The distraction camera will even make noises to attract guards, ▶

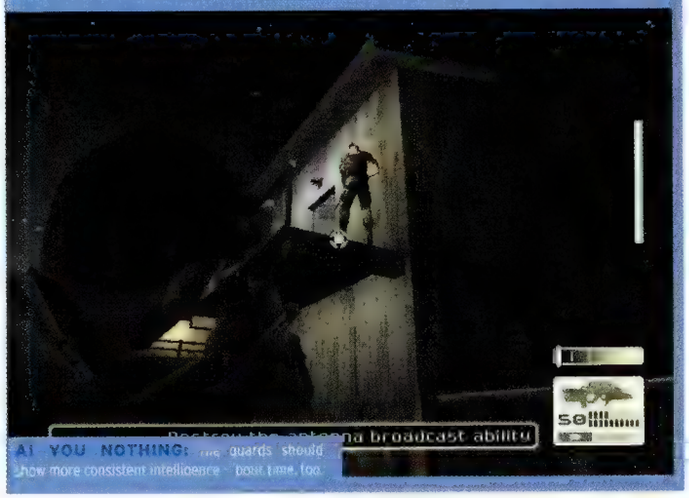
PS2 EXCLUSIVE EXTRAS

2 Sony's version boasts an exclusive Powerplant level, but more importantly has been balanced as a result of user feedback. In the Xbox version, choke-holds were these foibles were navigable, the PS2 version should allow smoother



LUMO WRESTLER: has survived the PS2 translation admirably.

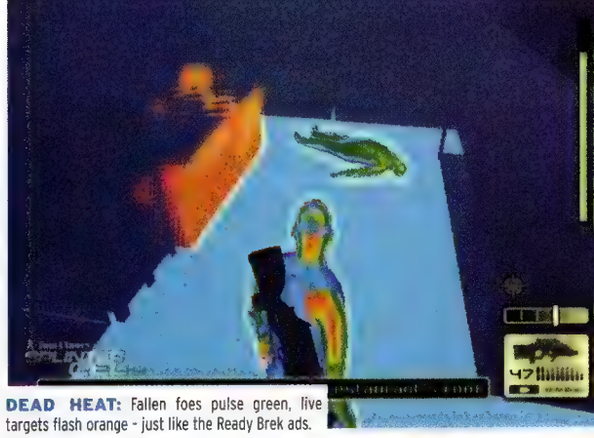
CHOKING ASIDE: nab foes from behir



AI YOU NOTHING: ...guards should show more consistent intelligence – post time, too.

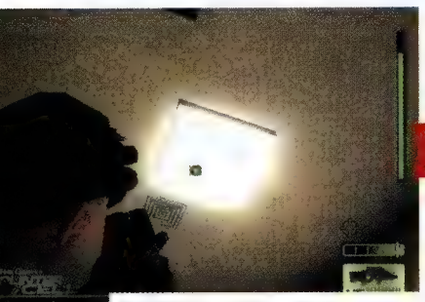
INFRA BEATING

3 Your night-vision goggles – which first appear in the CIA level – are your best friend, letting you creep around in monochrome. Sam usually activates his visor with his hands – tap D-pad left – but when he's hanging from ledges, he'll flick it down with a nod of his head. Nice touch.

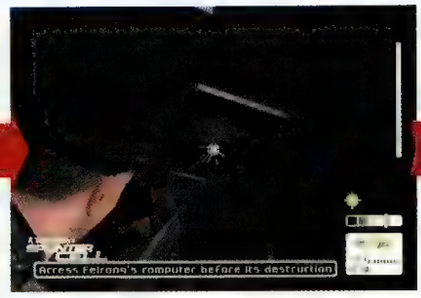


DEAD HEAT: Fallen foes pulse green, live targets flash orange - just like the Ready Brek ads.

NONE THE VISOR: Not only do the infrared goggles let you see in the dark, but the effect's ace.



SHINE OF THE TIMES: Want to see the lighting in action? Target the roof fixture...



DARK TALES: ...and the bulb will shatter causing the room to fall into darkness. Flick on your infrared visor and you can...

GREY PRIDE: ...target your foe while he fumbles around trying to find the light switch. Ace.

"YOUR NAN COULD TELL THAT THE GAME IS JAGGIER THAN XBOX, BUT THE SHOW-STOPPING EFFECTS HAVE SURVIVED"

▶ before you apply the manually-triggered gas.

As the story unfolds, Sam moves from a burning embassy – complete with collapsing stairs and explosions – to precarious oil rigs. The pacing and diversity's superb – the level in the CIA headquarters is ultra-stealthy since you can't murder your own men, while the level in the software factory is all-guns-blazing explosive mayhem as the terrorists attempt to destroy key files before you can retrieve them.

Is the PS2 version any good? Refreshingly, yes, it's shaping up superbly. To be brutally honest, your sharp-eyed nan could tell that the game is jaggier and slightly clunkier than the Xbox version, but the show-stopping effects have survived intact. If you've never seen *Splinter Cell* before, prepare to be dazzled by the night-vision effects, strip-lighting and bewildering array of evasive moves. It's as good a conversion as we could've hoped for – possibly better – and testament to the potential of PS2.

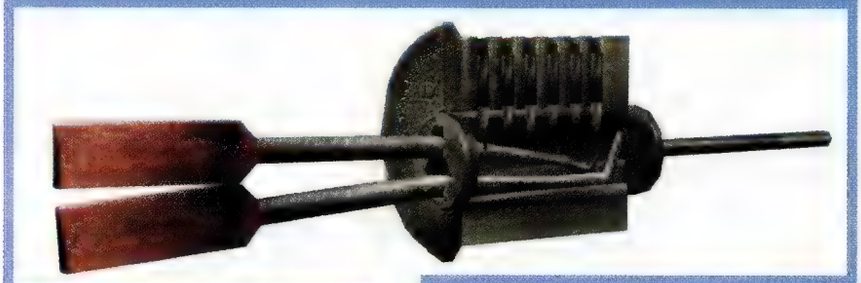
Though progress is essentially linear, the *illusion* is of multiplicity. You really feel that you're negotiating difficult situations through ingenuity alone. For example, you can bypass a guard in a number of ways – knock out the lights and sneak past, choke him and hide the body, a single head shot... the decision is yours. Even when there's only one path to follow, you always feel smug about spotting *that* overhanging pipe or ventilation shaft. You're rewarded for your mastery and application of Sam's skill – eliciting warm satisfaction.

Better than *MGS2*? It's too early to say. The key point is that it's different – equally enjoyable and absorbing, but with a fresh take on stealth concepts. Some people might prefer guards with exclamation marks over their heads, but we'll settle for a game that's punctuated with quality. **PSM2**

We'll bring you the review next issue in time for the Cell's release.

INSPECT THE GADGETS

4



LOCK PICK:

CAMERA JAMMER:

5.7 MILLIMETRE PISTOL:

REMOTE MICROPHONE:

STICKY SHOCKERS:

MULTI SPECTRUM GOGGLES:

PDA:

SC-20K AR:

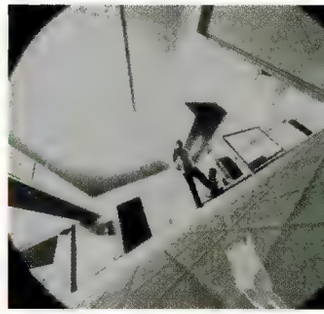
THE LIGHT STUFF

5

Deception is your ultimate weapon – so get in the habit of shooting out lights and clinging to the shadows. You can even tap L3 to lean against the walls *MGS2*-style and hug the angles. Stealthier yet, you can peek through doors before you decide to enter. Noise is the enemy, so tip-toe everywhere and tap ◎ for softened landings after big drops. There're no alert radars, but the music reflects the intensity of the enemy search – lie low until silence is restored. If someone only catches a glimpse of you, they won't search so long, blaming themselves – logical, eh?

BEAM AND GONE: Note how the light slices over Sam's head revealing his hair texture.

FALL OR NOTHING: You can cushion your landings with a button press, minimising your chances of detection.



CAM ALL YE FAITHFUL: Slip the optic cable under a door to see inside.

HANDS-ON VERDICT

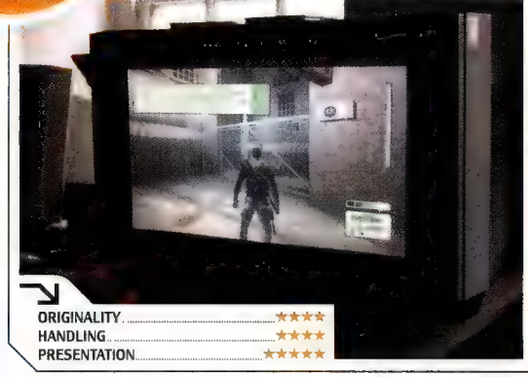
6

Right, listen up. *Splinter Cell*'s arguably the most impressive game on Xbox, so our initial reaction was panic. How would a three-year-old console handle all the lighting effects and particle trickery? Ubi Soft kept reassuring us that everything looked great, but our cynical heads said no – the effects were too subtle for PS2. Suffice to say, they weren't. Who'd have thought that the *Rayman* publishers had it in them? Honestly, if this was a Konami title, everyone would be corking themselves. Sure, the conversion isn't perfect – the visuals are marginally jaggier, with a slightly slower framerate – but the impact survives intact. Most importantly, the breath-scupperingly tense gameplay has been replicated perfectly. For our money, this is more exciting than *MGS2: Substance* – it makes better use of the hardware, cunningly integrates showpiece visuals into the core gameplay and retains a sense of individuality. Few games weave such a captivating illusion of non-reality as *Splinter Cell*.

You'll love it because...
You love gadgets, adore games and crave new experiences.

You'll hate it because...
You're a nit-picking crone, or spam-handed.

DVD ACTION
Head to the DVD for an in-depth Making Of documentary (in Developer Insight), plus exclusive new footage in Accelerator!



ORIGINALITY ★★★★
HANDLING ★★★★
PRESENTATION ★★★★★

SPLINTER CELL

INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE

ANTICIPATED FEATURES

WHERE IT'S AT...

COMING SOON

ONLY IN PSM2 – TOMORROW'S BIG GAMES FIRST!

EXPECTED UK MAY

RETURN TO CASTLE WOLFENSTEIN: OPERATION RESURRECTION

Jack your jack bootz and yodel Springtime for Hitler and Cher-many. Wolf's back on the scene, and it's full of bullet-hungry Nazis...

PSM2 FIRST PLAY

ON THE PC front this is very old news indeed. Released back in 2001, it received a predictable spread of high scores and hype, thanks to it, a) being rather good, and b) springing from the same creative house that brought us *Quake*. Now, a year on and about to jump ship, the question we have to ask ourselves – and, for that matter, id CEO Todd Hollenshead – is what's new for PS2?

A sparky four-way multiplayer in the style of *TimeSplitters 2*, perhaps? Well, despite this being the obvious way for the game to distance itself from EA's *MoH: Frontline*, the answer is a resounding "no" on the collective play front. This is just about you, in the skin of BJ Blazkowicz, eradicating an army of crazed goose-steppers who are out to play God with POW DNA.

So, no multiplayer. And the reasoning behind this? "We wanted to really bring over the graphical level from the PC," said Hollenshead in a recent interview with PSM2. "But converting a game that runs on a system spec of 128Mb RAM with a Pentium 3 to PS2 was certainly a technological hurdle. Ultimately we really didn't want to make any compromises along the way."

OK, Todd, we see where you're coming from... But hold up, *Red Faction* managed to incorporate a decent multiplayer with no degradation in background detail – and, more importantly, so did *Quake 3: Arena* – so why not here? We'll just have to resign ourselves to it, though. No amount of ranting is going to change id's mind, so we're left to console ourselves with what *has* made it into the blender.

The locations are beautifully realised, and range from the sinister charm of the castle itself through to hi-tech, subterranean bases – although, oddly, there aren't as many exterior settings as there were in the PC version. You'd think that with all this detailed texturing, things would slow to a crawl but, we're pleased to report, everything runs at a cracking 60fps regardless of what's on screen at the time. In fact, sometimes it can be too fast until you reign in the sensitivity of the scroll speed.

Another plus for the looks is the models of the various enemies, which are complemented by AI routines that are clever enough to have them run for cover as soon as they feel as though they're out-gunned. Which is, finally, where the game manages to distance itself from its nearest rival. In *Frontline* it was a case of numbers and a change of clothes. With *Wolfenstein*, the 'faction' element means that you get a much better and much more warped spread of enemy types. OK, so it may not have the same level of gawping set pieces as the former, but we're reckoning that this'll still fill a gap when it turns up later this year. **PSM2**

id are being characteristically tight-fisted with playable code, so that'll be your lot now until the review turns up in two months' time.

"YOU GET A MUCH BETTER AND MUCH MORE WARPED SPREAD OF ENEMY TYPES"

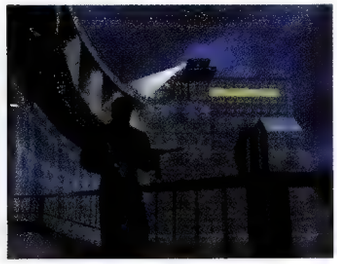
SCARE CONDITIONER: The Loper was one of the scariest adversaries in the PC version...

ELECTRIC POO IGLOO: ...and the same's true here, as this muddle of DNA bounces after you.

GENE HACK-MEN

1 **The plot starts with you escaping from a Nazi prison but soon spirals into the occult realms of SS history. First, some eugenic revelations about a plan to genetically engineer a super soldier, and then a tour of a crypt where the use of necromancy has lead to the resurrection of a legion of Teutonic knights. All very Heinrich Himmler, all very dark...**

PLATEFUL DEAD: Early versions of the zombies were basic. Now they turn up in full armour.



DIRTY SOMETHING: There's none of *Frontline*'s epic-ness, just lots of close quarter combat.

RETURN TO CASTLE WOLFENSTEIN

CON CREEP JUNGLE: So where's this castle? You'll just have to make do with this research facility.

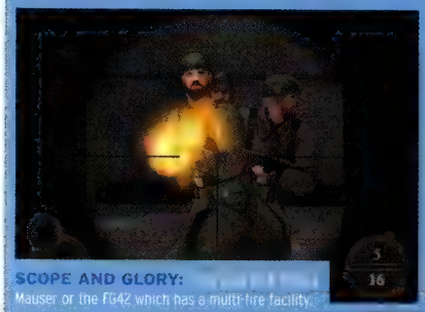
TWIRLED OF LEATHER

3 As we've mentioned already, *Wolfenstein* isn't the most globetrotting of titles and, to be honest, the levels have been clipped back somewhat from the PC version in order to fit yer PS2's more compact – but beautifully formed – internal organs. That said, you do get to see a good spread of locations within the game, and the developers do spring the odd surprise on your travels, so all is not lost.

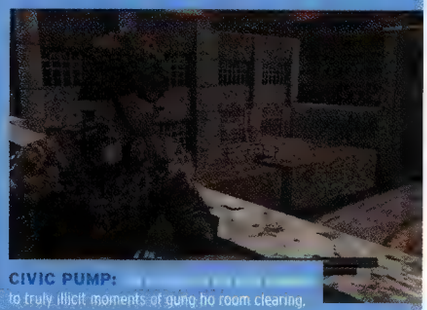
LOVE CHOO LOADS: A train yard, although we're probably not going to see a battle along the tracks as we did in *Frontline*.

ARMED LIFE

2 It's the mainstay of all first-person shooters. Start off with some bad language and a pointy stick, then burrow away, killing as you go, until you get your hands on the more serious chunks of firepower. What makes it all interesting is how many guns there are and how their different attacks affect enemies. At least with *Wolfenstein* you're sure to receive some top level bullet spitters. These are, after all, the guys who changed the face of the FPS forever.

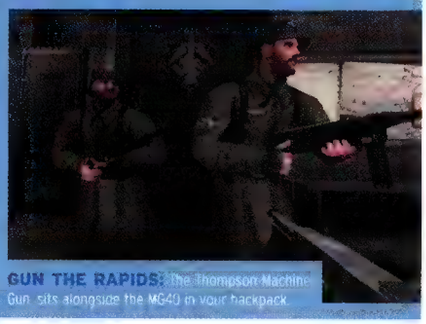


SCOPE AND GLORY: Mauser or the FG42 which has a multi-fire facility.



CIVIC PUMP: to truly illicit moments of gung ho room clearing.

TWO TWO TRIFLE: You can use two weapons simultaneously, like these twin Colts.



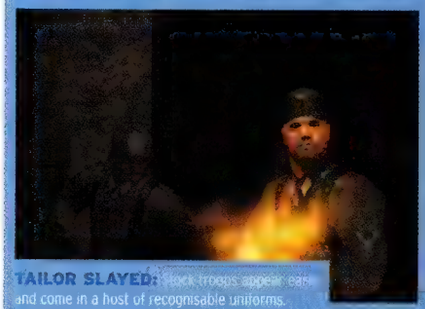
GUN THE RAPIDS: The Thompson Machine Gun sits alongside the MG40 in your backpack.

EXPERI-MENTAL: The second mission sees BJ running into the first of the Nazi doctors as he escapes.

ROAD REAPER: Even though BJ's behind enemy lines, he still gets to see some proper battle action.

MONSTER BUNCH

4 limited to using historic character types. Things may start out looking pretty familiar, but after a short while, it all



TAILOR SLAYED: Jack-troops appear early and come in a host of recognisable uniforms.

DRESSED TO THE NEINS: [illegible] costumes begin to take a turn for the fantastical.

MEIN HAIR: Enter this level and you'll be up against Nazis wielding flame-throwers.

DEAD MINDERS: And then everything starts to resemble a scene out of The Keep.

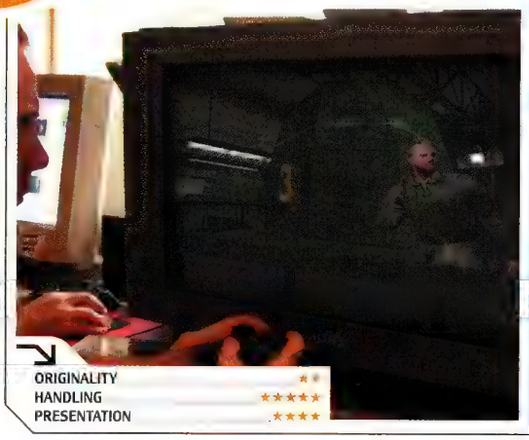
HANDS-ON VERDICT

5 It's an odd thing to highlight, but one of the first features that struck us was the amount of customisation you could let loose on the control system. As with id's PC titles, every command can be allocated to a button, so after a few minutes fine-tuning, the set-up fits you like a glove. Which means – when it comes to running about capping Nazis, zombies and bullish mutants – it's slicker than Jono Coleman in his butter birthday suit. There's also no doubting the game's environments look gorgeous, right down to the steam rising off discarded meals. It's just a shame that we'll have to wait until the next *Medal of Honor* for a chance to get WW2 on each other.

You'll love it because...
You've played and loved *Frontline*, and are a looking to plug some more hi-res Nazis.

You'll hate it because...
FPS appeal means a group of mates, some drinks and an evening full of expletives.

DVD ACTION
Keep your eyes on the disc in future months – and expect full behind-the-scenes interviews and exclusive footage to leap into your eyes...

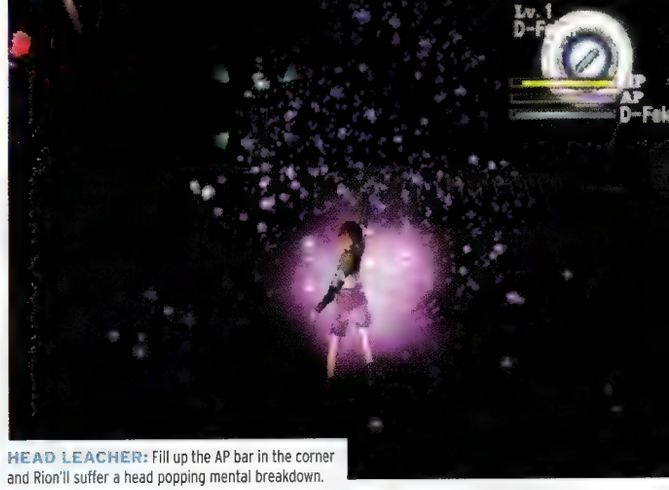


ORIGINALITY	★★
HANDLING	★★★★★
PRESENTATION	★★★★

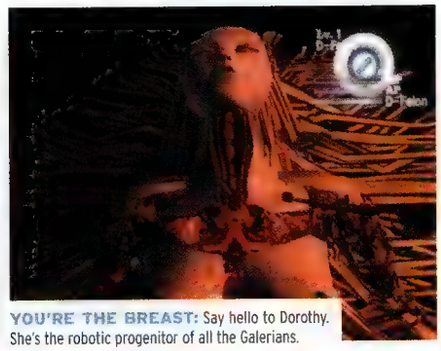
INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE

ANTICIPATED FEATURES

WHERE IT'S AT...
- The latest codes right, so we've



HEAD LEACHER: Fill up the AP bar in the corner and Rion'll suffer a head popping mental breakdown.



YOU'RE THE BREAST: Say hello to Dorothy. She's the robotic progenitor of all the Galerians.

MUM'S ON THE RUN

1 Finishing his mechanical mother off three times in a row hasn't left Rion downhearted. He's back on his feet after six years on ice and fighting to eradicate the Galerians. To help him in this apocalyptic confrontation he can call upon a Geiger counter, an automap and – of course – his mobile medicine cabinet.

EXPECTED UK MARCH

GALERIANS: ASH

Drugs are bad, okaaaaay – unless you're psychonaut Rion, then they're just fuel to the crossfire...

NOW HERE'S a turn up for the books. An adventure where there's hardly any physical combat. Shambling mutants are after your arse, but all you've got to defend yourself with is your brain; that jelly in your skull which videogames are supposed to be slowly rotting.

You're Rion, a kid that can make shit happen just by thinking about it – think Carrie, Tetsuo and Magneto all mind-mushed into one. Catch is, you can't call upon any of your psychic abilities unless you're pilled up to your eyeballs. A quick squirt of Nalcon and you can slap muties about with telekinetic blasts. It's all about drugs. Loads of them stacking up inside Rion's body as if he were some kind of walking pharmacy. A tad risqué, you might think? Truth is, there's very little here that wasn't covered in the first game on PSone.

The action kicks off at the point where *Galerians* reached its climax. So, effectively, you start this one by playing through the final battle of the last title (see Hands-on). Then, just when you think you'll never escape this nightmare of re-runs, there's the revelation that you're caught in cryogenic limbo awaiting resurrection. All makes sense now, right?

Skip six years ahead and Rion finds himself thrust into a new world where he has to kill all his siblings to re-establish order. You do this by wandering around a lot of locations in the style of *Resident Evil*, and mind mullering bad dudes with your oversized frontal lobes.

In this day of *The Thing*, *Galerians: Ash* feels like it's back with *Extermination*, with less puzzles and only the drugs and bonkers storyline to grab your attention. **PSM2**

Galerians hits the shelves in a month – don't buy it till you read our review next issue...

"YOU'RE A KID THAT CAN MAKE BAD THINGS HAPPEN JUST BY THINKING ABOUT THEM – THINK CARRIE"

PSM2 FIRST PLAY

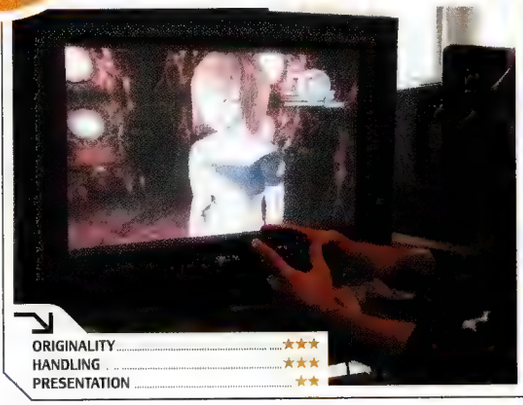
DVD ACTION
No psychic shocks this disc, but grab the aspirins next month – we'll have enough footage to give you all brain aches.

HANDS-ON VERDICT

2 Stripping out the weapons, replacing them with brains, and wrapping an interesting proto *Matrix* plot round the action's all well and good, we reckon – but everything kicks off with exactly the same battle that we saw at the close of the first *Galerians* three years ago. Then, after you've killed Dorothy for a second goddamn time, you get warped back to the start to do it all over again. Brilliant. Inspired, even. That's the same boss battle three times – if you played the first game. Three frikkin times! Do you know what this says to us? This says limited level design. This says, "let's up the play time by 30 whole minutes by making the poor saps that buy this play through it twice". This says a lot of unnecessary busywork and not enough free exploration...

You'll love it because...
Rion's death at the end of the first game left a hollow spot in your life.

You'll hate it because...
Your drug-fuelled kicks begin and end with *GTA*'s adrenaline highs. You're no junkie.



ORIGINALITY ★★★
HANDLING ★★★
PRESENTATION ★★

GALERIANS: ASH

INFO
DEVELOPER
PUBLISHER
GAME TYPE

ANTICIPATED FEATURES

WHERE IT'S AT...

KOEI®

Xtreme Legends™

DYNASTY WARRIORS 3™

The Warriors Return, and the Battle Rages On...

7 Untold Stories

Play as 7 fierce generals in Musou mode: Lu Bu, Diao Chan, Meng Huo, Zhu Rong, Zhang Jiao, Dong Zhuo and Yuan Shao. Completely revamped stages with new scenarios and events.

Customise Your Bodyguards

Assign playable characters, including Lu Bu, as your bodyguards. Use Double Musou Attacks in a one-player game. Select the gender, uniform, and weapon for each guard in your unit.

- Discover 5th Weapons and New Items!
- Four New Challenge Modes!
- New "Very Hard" Difficulty Level!
- Challenge Mode Ranking System!

DW3 REMIX!!! Play XTREME LEGENDS by itself or with Dynasty Warriors 3 to power up the original with new XL features. Saved data is fully compatible between both games.

AVAILABLE MARCH 2003

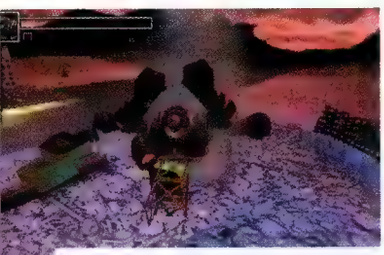
Dynasty Warriors 3 Xtreme Legends and the KOEI logo are trademarks of KOEI Co., Ltd.
© 2003 KOEI Co., Ltd. All rights reserved.
"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

PlayStation®2

RUBBLE IN PARADISE

1 Halfway through a scrap in Gamblers' Gulch, you get lobbed into something that looks like Seattle's Space Needle. The entire structure collapses, leaving a few giant billboard letters... and a pointy spire. Another casino front boasts a flame-belching dragon – the perfect place to marshmallow an opponent. Each bout evolves as the scenery's destroyed – energy on raised platforms is easier to reach, hiding places run out and the scene's eventually strewn with easily pitchable debris.

BLAST RITES: We've just slung an oil tank at Player Two - now to avoid being set ablaze...



IMPALE AWAY: Once you've wrenched a sharp object out of your chest, it works as a weapon.

EXPECTED UK APRIL

WAR OF THE MONSTERS

Size does matter, apparently – time to start paddling in UFO fuel...

BOT TO TROT: Each arena's bounded by a rippling electric effect - created by the army, see?

REMEMBER those classic "Godzilla vs..." films? If not, picture two wrestlers in rubber suits slamming each other through polystyrene cities. Got that? Now – replace 'wrestlers' with 'steroid-crazed ninjas', 'rubber suits' with 'spring-loaded exoskeletons' and 'polystyrene' with 'heavily populated.' Squishy.

PSM2 FIRST PLAY

BOT 'N' BOTHERED: Sprint in close to boss bot one, and his guns can't hit you. Silly.

Don't be distracted by the wham-bam dynamics, though – *WOTM*'s arguably the most – ahem – tactical beat-em-up on PS2. It's superficially similar to *Power Stone* in that you dash about throwing things at each other and collecting power-ups. The difference is, the environments are vast cityscapes packed with potential weapons. With an uncomplicated combo/special system, the key to success is making use of scenery. Cars, girders and rocks are quick to pick up and fling, making them perfect for harassing a fleeing opponent. Find an oil tanker, and it'll set them ablaze – rip off a broadcasting spire, and it's entirely legitimate to sling it through their chest. It's important to play to your strengths – samurai robot Ultra V's best at unleashing long-range laser hurt, while damned dirty ape Congar's happiest clambering up buildings and punching your head in. There're ten monsters in total, resembling the likes of Godzilla, Kong and Ultraman *just* enough to avoid any messy legal battles. A flattened city favours characters with good projectile abilities, so scraps often see one character scurrying for health while the other one tears the city to bits in pursuit. Each environment has its own quirks, from the neon signage of Gamblers' Gulch to the handy blaze-extinguishing beach of Tsunamopolis.

Rather than a bog-standard plod past each character, Adventure mode offers a story of sorts. After a couple of easy bouts, you're put up against robots and bosses created by the army. Up to four monsters can fight at any one time, but choppers and tanks frequently join in as well, making things strategic and tough. Battling through the Adventure and Endurance mode earns you game points which, in true *Mortal Kombat* style, can be 'spent' on extra spangly costumes, environments and minigames – including a variant on dodgeball that uses school buses.

"WOTM IS ARGUABLY THE MOST – AHEM – TACTICAL BEAT-EM-UP ON PS2"

Throw in some tremendous B-movie music, easily trampled pedestrians and stunning building destruction sequences, and you've got something a million times better than Gojira vs Mothra – with more shouty potential than Matthew Broderick managed to get out of us. **PSM2**

The snarling and tooth-gnashing starts next month.

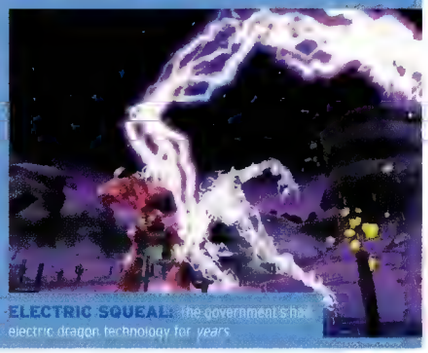
HEAR ME ROAR

2 Each monster has two special attacks – loosely divided into 'close-range blast' and 'difficult-to-land power move'. Rather than being finishers, they're more of a way to soften up an opponent or get them away from you. Additionally, you can only carry one at a time, effectively stopping cheats from scurrying around and grabbing the lot. Even if they run out, it's possible to charge up 'special' energy by landing hits with a flung car.

LECCY MAN:

V WILL ROCK YOU:

LAVA, NOT A FIGHTER: Some long-range attacks aren't very precise – not especially handy.

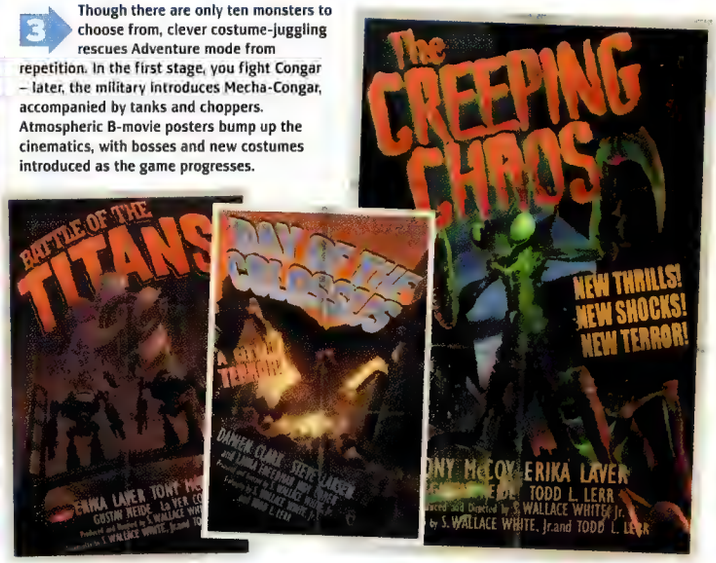


ELECTRIC SQUEAL: The government's had electric dragon technology for *years*.

METAL MONKEY: This cheeky chimp's about to lob us across town at a giant preying mantis. Hmm.

SCHLOCK TACTICS

3 Though there are only ten monsters to choose from, clever costume-juggling rescues Adventure mode from repetition. In the first stage, you fight Congar – later, the military introduces Mecha-Congar, accompanied by tanks and choppers. Atmospheric B-movie posters bump up the cinematics, with bosses and new costumes introduced as the game progresses.



SPLITTING CRIKEY

4 Developers Incognito Inc originally worked on *Twisted Metal* – a pedigree that's obvious once you clap your eyes on the eye-pleasing split-screen system. If you manage to get in close with your opponent, a fade effect will leave you

SPLIT TO DROP:

BLOCK HORROR: Even the light-sourcing at different stages of destruction's impressive.

THORAX HURD:

DVD ACTION
See the Hands-on Previews section of this month's disc for some bruising new footage of *War of the Monsters* cutting loose.

HANDS-ON VERDICT

5 With a four-player option, this'd be a pre-night-out game to rival anything on PS2 – not too much to think about, plenty going on, loads of potential for semi-malevolent taunting, alliances and impalations. With only two, it might not be quite as essential – even the clever split-screen merging system seems to cry out for more havoc. That said, even solo *WOTM*'s a worthy challenge. Vicious AI helps – an injured rockbeast'll run for more energy, or ally itself with a weakened mantis-thing to finish you off. Although it might get a bit repetitive once we've completed Adventure mode, throwing a giant monkey through a 40ft neon cowgirl's still the most fun we've had in *ages*.

You'll love it because...
Depending on how you feel, it's either mindless fun or a chess-like mix of offence and defence. Sort of

You'll hate it because...
You've got three friends who can't for the life of them see why it won't let you all fight together.

ORIGINALITY ★★★★
HANDLING ★★★
PRESENTATION ★★★★★

War of the Monsters

INFO
- **DEVELOPER** Incognito Inc Entertainment/SCEA Santa Monica Studios
- **PUBLISHER** SCEE
- **GAME TYPE** Fighting

ANTICIPATED FEATURES
- Ten playable monsters – each with four costumes.
- Ten fully deformable environments.
- Adventure, Free For All, Endurance and Versus modes.
- Up to four monsters on-screen at once.
- Three unlockable minigames.

WHERE IT'S AT...
- Some of the on-screen text isn't quite there,

COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

EXPECTED UK 28TH FEBRUARY

DAKAR 2

Dakar 2? Electric Boogaloo! Oh, who're we trying to kid? It's. Another. Off-roader. And it's getting hard to care...

IT MUST BE nearly saturation point by now. There have to be 30 PS2 rally games for every man, woman and child who's ever stood in the damp Kilda forest clutching a thermos and feeling the sting on their wind-chapped faces as Colin McRae's handbrake turn whips gravel into the air. But Acclaim hope there's still more space on the off-roaders' shelf for their latest enhancement of the long-running dirt-tracker.

Once again the aim is to drag a 4x4, truck or motorbike on the 6,500 mile trip from the no-longer-important enough-to-be-in-the-title French capital, through damp Spain and rocky Morocco to finally arrive on the arid plains of Senegal. And once again there are hundreds of other drivers, all riding in a mixed bag of vehicles, all hoping to make it to the finishing post first, or just plain make it.

Apart from the curious change of title, there's an obvious overhaul to some of the game's features. While some are cosmetic, such as adding in this year's competitors' cars and colours, others seek to solve a few of the original game's flaws. Yes, the draw range and weather effects have been enhanced, but, more importantly, the previously fastidious handling has been replaced by a gentler arcade variant making the whole game far more forgiving, swift and fun. The tracks are also more inventive, with promises of greater roadside detail with villagers crowding around the course.

"THE HANDLING HAS BEEN REPLACED BY A GENTLER VARIANT MAKING THE GAME MORE SWIFT AND FUN"

With a new two-player mode set to compliment the 12 stages of the Campaign option, and the chance to race in the more orthodox lap-based Arcade and Quick Race types, Acclaim hope that this time *Dakar 2* will have enough options to surpass the label of just being an endurance racer instead of an enduring game. **PSM2**

Dakar 2 will be up to its axles from the end of February.

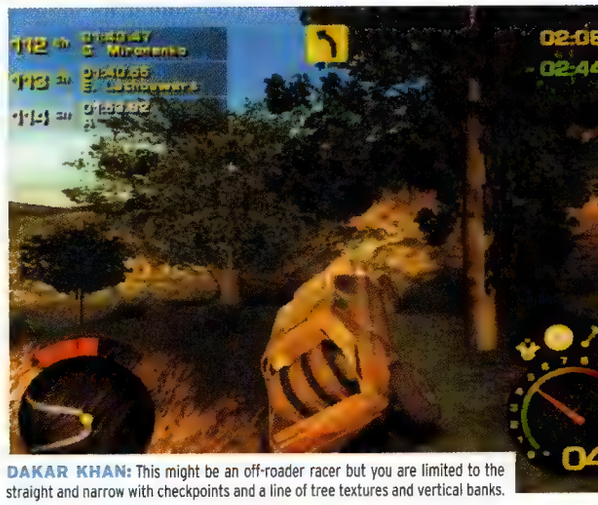
PSM2 FIRST PLAY

DVD ACTION
Check out last month's DVD (issue #32) for a luxurious PSM2 demo of *Dakar 2* preview code.

ROCK AND A HARD RACE: The courses take full advantage of varied surroundings.

WHO GIVES A RIG?

1 **Mastering the mountain paths of Morocco might be a simple affair in a nimble and predictable 4x4, but just try taking a truck around the same winding cliff-top path and suddenly it'll all get a bit Italian Job on you. It's too smart to be just a novelty.**



DAKAR KHAN: This might be an off-roader racer but you are limited to the straight and narrow with checkpoints and a line of tree textures and vertical banks.

HANDS-ON VERDICT

2 **The only true problem at the moment is that the motorbike physics and animation seem so far behind the rest of the game. While the front end is sound, and the rest of the trimming seems complete, the bikes currently rotate vertically instead of sliding, or spin on their axis instead of leaning or accelerating. It's hopelessly unrealistic: the bikes bobble and crunch vertically across the undulating desert, while the riders stay rigid with the postures of men with iron spines.**

However, even once that's fixed the rest of the game is solid and functional, rather than inspired. So, despite the framerate being smooth, the handling crisp and the cars well rendered, *Dakar 2* might still lack that little something to mark it out from the mudslide of all those other rally games currently doing the rounds.

You'll love it because:
It's more gentle and user-friendly than its last incarnation.

You'll hate it because:
Driving across empty featureless deserts isn't always the most stimulating way to spend your time.

ORIGINALITY ★★
HANDLING ★★★
PRESENTATION ★★★

DAKAR 2

INFO
- **DEVELOPER** Acclaim Studios Cheltenham
- **PUBLISHER** Acclaim
- **GAME TYPE** Racing

ANTICIPATED FEATURES
- 12 stages of racing across Europe and into Africa passing through towns, villages and heavy traffic
- Varying weather conditions
- Race against up to 600 other drivers
- Two-player head-to-head mode

WHERE IT'S AT...
- Apart from the bikes' problems, the rest of the game has been polished, wrapped and is ready to roll.

KOEI

Born to Battle!

Fight masses of enemies with a variety of techniques, including magical rune attacks! Create your own fighting style; combining magical and physical attacks!

Mystic Heroes™

AVAILABLE MARCH 2003

PlayStation®2

Mystic Heroes and the KOEI logo are trademarks of KOEI Co., Ltd. © 2003 KOEI Co., Ltd. All rights reserved.
"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

COMING SOON

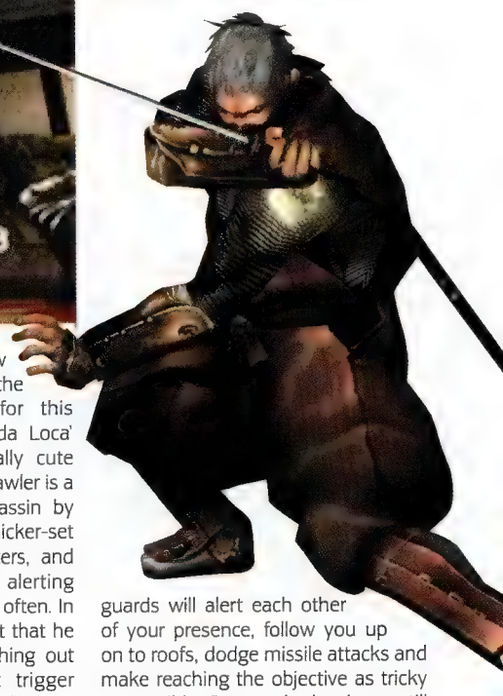
ONLY IN **PSM2** - TOMORROW'S BIG GAMES FIRST!

EXPECTED UK 7TH MARCH

SKIN CITY: If you've faced off against any of the bosses then you can pull on their personas for a deathmatch.

CHOP TWOEY

1 **Both co-op and deathmatch features in the two-player mode. The first perfectly lends itself to *Tenchu*'s mechanics – timing simultaneous stealth kills is smart – while the repeated chopping of the second is made tolerable thanks to the fact that all the boss characters turn up as playable skins.**



TENCHU: WRATH OF HEAVEN

Ninja cuts, ninja breaks, and now another take on the oriental slasher as two becomes three...

WE'VE SEEN a whole lot of katana action on PS2 since its launch. Partly due to publishers picking up cheap Japanese licenses like *Dynasty Warriors*, but also as a result of games like *Onimusha* and *Tenchu* (gezundheit), bringing about a change in our tastes. Down went noble knights in our estimations, and up rose the samuari...

Now, three years after the first *Stealth Assassin* hit the shelves, are we looking at just a visual update of the original, or something more radical?

Well a lot hasn't changed, but that's nothing to get despondent about. All the genius touches that made the earlier versions great, are back. Grisly stealth kills, 'go anywhere' level structure, a broad selection of handy gadgets and razor-sharp weapons... All in there and all looking mighty fine thanks to a laudable, if not outstanding, graphical enhancement.

"DOWN WENT NOBLE KNIGHTS IN OUR ESTIMATIONS, AND UP ROSE THE SAMURAI"

For the fans of the game, that'd probably be enough to be getting on with. But, thankfully, for the rest of us innovation hungry pundits there's a plentiful supply of new features to entrap the wandering eye.

The most obvious of the new additions has to be Tesshu, the third playable character for this outing. Unlike 'Livin' La Vida Loca' Rikimaru and the perennially cute Ayame, this open-handed brawler is a doctor by day and an assassin by night. He's also slower and thicker-set than the other two characters, and suffers, as a result, from alerting sound sensitive guards more often. In his favour, though, is the fact that he can take the hits while dishing out some great fatalities that trigger Romeo Must Die-type X-Rays flashing up on-screen.

As far as the other two go, the best addition to their repertoire is the fact that you now get rated on every stealth kill you perform. Take out a guard from the front, for example, and two kanji symbols will light up on a bar at the bottom left of the screen. Fill all eight of the symbols and you'll unlock a new special move, like a shoulder barge or spinning kick. The more levels you progress through, the more specials you get, the more options you have once you've been discovered. Which is where the real magic comes into play.

See, sneaking about's all well and good as long as the motivation to stay in the shadows is great enough. Here guards will alert each other of your presence, follow you up on to roofs, dodge missile attacks and make reaching the objective as tricky as possible. So, yes the levels are still claustrophobic enclosures but, when you've got this much to get involved with while crossing them, forgiveness and forgetfulness come easy. **PSM2**

Imagine the ka-ching of two swords clashing and getting louder right up to our review next issue.

PSM2 FIRST PLAY

BULLY JUMPER: Hold L1 to control the camera perspective so you can time your attacks.

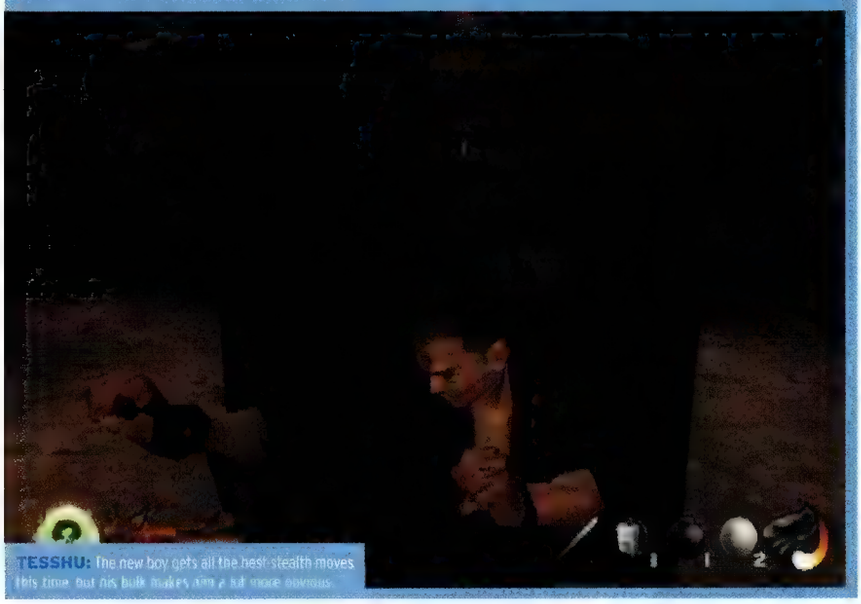
BURST DIRECT: Change the angle of attack and you'll alter the stealth kill that you'll perform.

THE TIME, THE FACE

2 The games set in the late 1570s, so that's half the story out of the way. As for the faces, well you should be familiar with Rikimaru and Ayame as they've been around for years now. Predictably then, it's new boy Tesshu that we've been keenest to put through his paces. All three of them have their own plot progression through the levels and, apparently, their separate stories will intertwine at several points.

AYAME: Your lady killer's slighter frame means that she's practically undetectable when in her creeping stance.

RIKIMARU: The second old-skooler now benefits from a ceiling cling and a Scorpion-style harpoon.

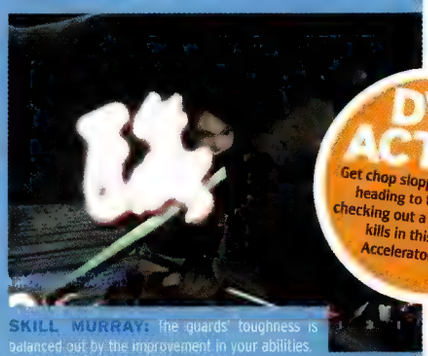


TESSHU: The new boy gets all the best stealth moves this time, but his bulk makes him a bit more obvious.

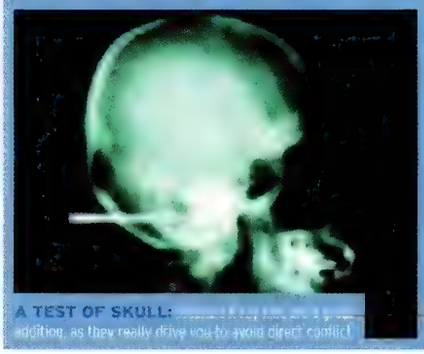
YOU ONLY LIVE SLICE

4 Stealth kills are now complemented by each character having eight special moves that have to be earned. Once you've filled up the full strip of kanji characters on screen, you're treated to a flashy animation and a detailed description of how to pull off the new move you've just mastered. It's a slow drip feed of abilities that gradually builds your character and gives you a valid reason to keep plugging away at the

SLASH IT UP:



SKILL MURRAY: The guards' toughness is balanced out by the improvement in your abilities.



A TEST OF SKULL: addition, as they really drive you to avoid direct conflict

GUSH AGAIN: The red stuff squirts for ages, especially when you ace the decapitation move.

DVD ACTION
Get chop sloppy right now by heading to the DVD and checking out a host of stealth kills in this month's Accelerator section.

EASY HIDER: Levels involve a lot of sneaking around waiting for the right moment to strike.

CLING THE MERCILESS: Exiting via windows, doors and tunnels is the biggest change to the layout.

SPOOK MARK: As the levels progress, so does the hardness of the guards, especially when you start fighting the undead.

VEX PISTOLS: At the end of each one there's usually some kind of boss confrontation to deal with.

SPEAR IT LEVEL

3 There's been some attempt to update the level structure. Once upon a time, you only had a choice of exploring interiors if the *whole* level was set inside a building. Now you can slide open doors and pop out of the rain mid-level. It may not sound like the greatest innovation of all time but, when you've got to locate a secreted merchant, it certainly works the most out of the limited space you're given to explore.

HANDS-ON VERDICT

5 Boss battles were the only real point in play where the grins dropped from our faces. Go into any of these encounters without taking out the nearby guards or healing first, and you'll find yourself dead within seconds and right back at the start of the level. Not at the start of the boss encounter as we'd hoped, but miles away with the same rooftops to cross all over again. Wrong. Although the option to mix up guard placements does give you three goes at any one level before the ache of repetition really sets in.

You'll love it because...
You've been dislocating your joints for the last three years in anticipation..

You'll hate it because...
Even both the *Onimushas* can't switch your allegiances to oriental swordplay.

ORIGINALITY ★★
HANDLING ★★★★
PRESENTATION ★★★

TENCHU Wrath of Heaven

INFO
- **DEVELOPER**
- **PUBLISHER** Activision
- **GAME TYPE** Action Adventure

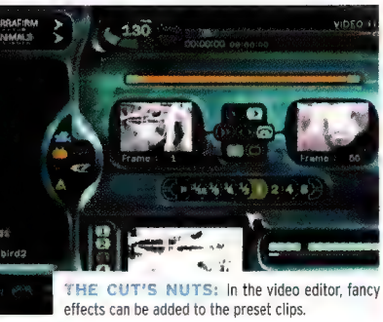
ANTICIPATED FEATURES
- Three playable characters, each with eight special moves.
- Five stealth kills per character.
- 25 missions.
- The ability to stock up on a selection of weapons before each level and then steal other items off your victims' bodies.
- A choice of three enemy locations.

WHERE IT'S AT...
- Review's code's going through the final tests as you read this, so make sure you're back here for the verdict next month.

VIDEO PASTY

1 As in previous editions of *Music*, there's the possibility of making videos to accompany your tracks. In fairness, Jester have tried their best to make this as accessible as possible. But we can't help feeling it's a bit of a waste of time, and some of the footage is ropey to say the least.

SHITE CLUB: We're promised that this isn't just CCTV footage from the local Ritzy.



THE CUT'S NUTS: In the video editor, fancy effects can be added to the preset clips.

EXPECTED UK MARCH

MUSIC 3

Your chance to recreate the sound of the underground within the comfort of your own suburban bedroom. Best let the neighbours know first...

TRACKS THE WAY I LIKE IT: The riff editor gives you individual note samples to play with.

PSM2 FIRST PLAY

IF 2002 will be remembered for anything musical in future editions of 'I Love the 2000s' it'll be as the year that pop music finally ate itself. Until then, the music moghuls and their identikit approach to pop music were well hidden. Boy, were they caught out.

Pop Idol and Fame Academy made it painfully clear that just about anybody, no matter how chubby, smug, posh, ugly or verbally challenged, could become famous if enough money was wedged behind them. It was the democratization of pop music, and we lapped it up like beer-flavoured milk and honey.

And, in many ways (the payoff's coming, see...), Jester's *Music 3* has the potential to do pretty much the same thing. Like the well-received *MTV Music Generator 2* before it, it gives any PS2 owner the tools to create professional sounding music at a fraction of the cost of a home studio.

It could (and we should stress *could*) theoretically be used to create thousands of hit singles.

It *could* (stress it again) also prove to be a wasted purchase if you think it's going to turn you into the next Mike Skinner overnight.

Put simply, it's a game that gives only as good as it gets.

True – anyone who can use the joypad can get a sound out of *Music 3*. Whether it can be called a tune is another thing. Using the preset riffs, that are without doubt far livelier and crisper sounding than those found in *MTV Music Generator 2*, a 'song' can be put together in just ten minutes. However, for your first few attempts it'll most likely sound like DJ Otzi's seminal Hey Baby covered by the Norwegian harp orchestra with Animal from The Muppets on drums, Bill Oddie on sax and Meatloaf in a tin suit jogging on the spot. Majestic.

In that way – it's not actually *that much* different to the last one. You still pick up blocks of sound and lay them on a grid-shaped pasteboard (a process which still seems a bit too clunky and style-free for some tastes). There's drums, bass, melody and vocals to structure your song from, and five different 'themes' of music.

But the impressive new Voice 2 Music function is, in theory at least, a complete masterstroke.

Plug a microphone into the USB port, via a bundled interface, and whistle, hum or sing into it. *Music* will then turn it into a tune using any instrument. It's a unique idea, but one we've yet to see used entirely successfully – by the time this gets to review stage (hopefully next month) we hope to have mastered it.

And, thankfully, if you do make a fool of yourself with *Music 3*, you can just delete the song and start again. Which is more than you can say for the careers of the poor fellas in One True Voice. **PSM2**

Music 3, to be released by Codemasters, should arrive in March.

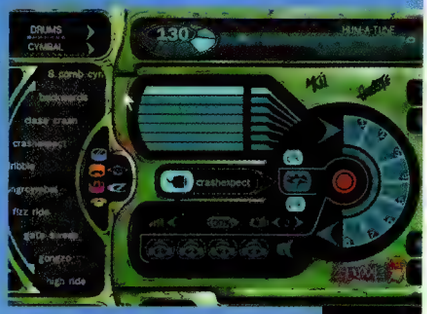
"IT COULD BE A WASTED PURCHASE IF YOU THINK IT'S GOING TO TURN YOU INTO THE NEXT MIKE SKINNER"

VIDEO GHASTLY: Come on, Jester! Generate some decent video clips rather than dirge like this...

HUM ON THEN

2 This is potentially one of the most interesting bits of *Music 3*. That is, if you can whistle or hum in perfect pitch and you have the timing of a metronome. We just hope it becomes a useful tool, as opposed to, y'know, a tacked-on novelty. Still, those who fancy themselves as professional warblers can also use it to record vocal tracks for their Mariah Carey/Craig David-inspired witterings. Better than a hairbrush, anyway.

BOX AND SHARES: This USB peripheral will enable you to plug a microphone into your PS2.



SYNTH YOU'VE BEEN GONE: [illegible]

ICON TAKE ANY MORE: Hum a melody into it in time with the click track.

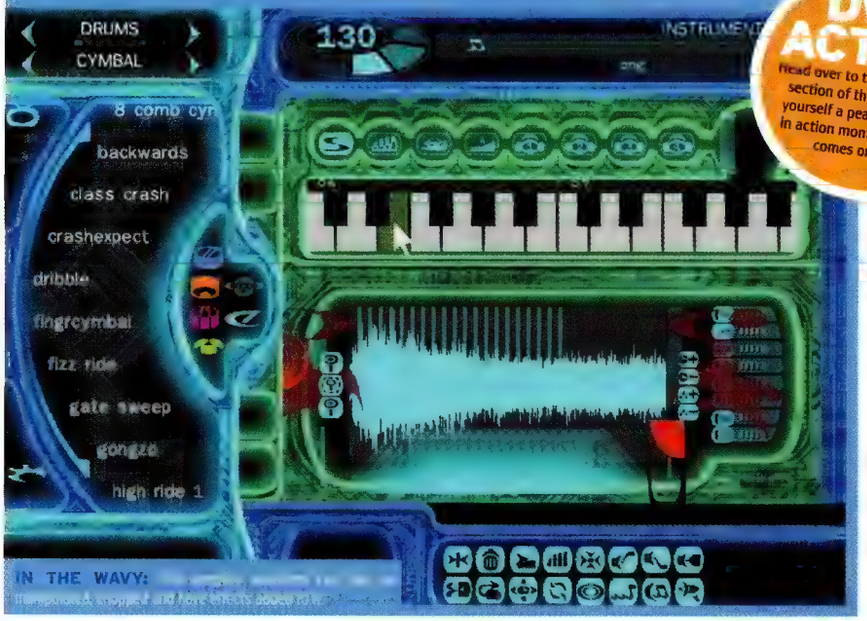
KEY BORED: ...and then you're free to change your humming into any instrument you choose.

SAMPLERDELICA

4 We were pleased to hear you can once again sample sounds from CDs in your PS2. And despite us being unable to fully test this out, the results are more useable than in the PSone's *Music 2000*. The USB adaptor (packaged with the game) also allows you to plug any music source into the PS2 and record it into the sample memory.

TRAY BON: Insert a CD into the PS2 after selecting the sample from the CD option.

JOE SAMPLE: Press play on the CD controls and then hit the big red button to sample.



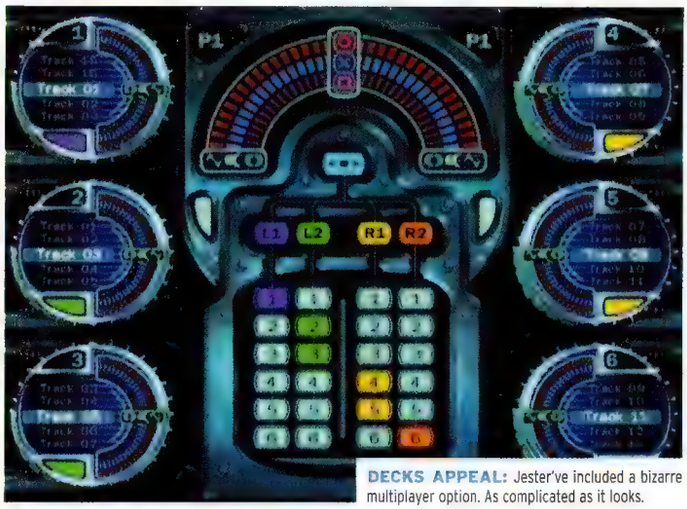
IN THE WAVY: [illegible]

DVD ACTION
Head over to the Accelerator section of the disc to get yourself a peak at *Music 3* in action months before it comes on sale.

MAAS ATTACKS: Timo features as one of the remixable artists in *Music 3*. Make him sound good.

REMIX THE PROS

3 Although the MTV licence has gone, Jester have enlisted the help of some real 'professionals' to provide a few tracks for the game. You can either pilfer them wholesale or remix their ass into a muddy shadow of their former selves. There's the fat-lipped Teutonic techno of gurning Timo Maas and stadium DJ Paul Oakenfold's chart hit Starry Eyed Surprise. See, it really can be used to make 'proper' music...



DECKS APPEAL: Jester've included a bizarre multiplayer option. As complicated as it looks.

CLUB FOOT: In-club video footage is painfully embarrassing, with bad dancing and sweaty foreheads.

NOTEY BUT NICE: It's possible to change the 'skin' of the interface like you can with an MP3 player.

HANDS-ON VERDICT

5 Boom boom tish. Boom boom. Boom. B-boom tish tish. "Gah! That's still bloody wrong." No change there, then. To the uninitiated this is going to need a great deal of practice. In fact, because Jester have decided to change the control method again (to make it easier, you understand) it'll take even a seasoned veteran an hour or so to accustom themselves to the new system, which involves that most awkward of DualShock manoeuvres – the R3 click.

The menus are better arranged, however, and you can change any of the default view settings to suit your own preferences. Big blocks or little blocks? Blue blocks or red blocks? The choice is all yours.

You'll love it because...
There's a hidden musician in everyone

You'll hate it because...
You can't even imagine a tune in your head let alone sing it.

ORIGINALITY ★★★
HANDLING ★★★
PRESENTATION ★★

MUSIC GENERATOR 3

INFO
- **DEVELOPER**
- **PUBLISHER** Codemasters
- **GAME TYPE** Music creation

ANTICIPATED FEATURES
- Voice 2 Music function, and the facility to sample from your own CDs [illegible] music sources
- Video editing element, featuring swirly backgrounds and footage of sweaty Northern [illegible]
- Tutorial option and multiplayer remix game.

WHERE IT'S AT...
- We had trouble [illegible] by Jester, but we [illegible] early code. We [illegible] any problems in the finished [illegible]

COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

EVERY KNOWN GAME ETA

INCOMING

Your monthly guide to the future of PS2 – no other magazine brings you such a comprehensive view.

KEY

Action Adventure	AA	Platformer	P
Action Strategy	AS	Puzzle	Pz
Arcade	Ar	Racing	R
Beat 'em-up	Bt	RPG	RPG
Bemani	B	Shoot-em-up	S
First-Person Shooter	FPS	Sim	Sm
Flight Sim	FS	Sports	Sp
Misc	M	Strategy	Str

MARCH 2003

Aero Elite Combat Academy	Sega	FS
Batman: Dark Tomorrow	Big Ben	AA
Bomberman Kart	Konami	R
Dance Dance Revolution Max	Konami	B
Death Crimson	Big Ben	S
Defender	Midway	AS
Def Jam Vendetta	EA	BT
Devil May Cry 2	Capcom	AA
Dr Muto	Midway	AA
Dynasty Warriors 3: Xtreme Legends	Koei	AS
Everblue 2	Capcom	RPG
Evolution Snowboarding	Konami	Sp
Frogger Classic	Konami	P
G1 Jockey 3	Koei	Sp
Gallerians: Ash	Big Ben	AA
Gunfighter 2: Revenge of Jesse James	Ubi Soft	S
Guilty Gear X2	Big Ben	Bt
Inquisition	Wanadoo	AA
Jurassic Park: Operation Genesis	Vivendi	AS
King of Route 66	Sega	R
Lost, The	Ubi Soft	AA
Mace Griffin: Bounty Hunter	Vivendi	FPS
Malice	Vivendi	P
Mark of Kri	Sony	AA
Metal Gear Solid: Substance	Konami	AA
Midnight Club 2	Take 2	R
Moto GP3	Sony	R
Mr Golf	Midas	Sp
Mystic Heroes	Koei	AA
NBA 2K3	Infogrames	Sp
NBA Street 2	EA	Sp
NFL 2K3	Infogrames	SP

NHL 2K3	Infogrames	SP
Pro Beach Soccer	Wanadoo	Sp
Rayman 3: Hoodlum Havoc	Ubi Soft	P
Robocop	Virgin	FPS
RTX Red Rock	Activision	AA
Savage Skies	Big Ben	FS
Scrabble 2003 Edition	Ubi Soft	Pz
Silent Hill 2: Director's Cut	Konami	AA
Syberia	Vivendi	AA
Tenchu: Wrath Of Heaven	Activision	AA
Tom Clancy's Splinter Cell	Ubi Soft	AA
Whirl Tour	Vivendi	P
WWE Crush Hour	THQ	R
Zapper	Infogrames	P

APRIL 2003

BloodRayne	Vivendi	AA
Club Football	Codem'ters	Sp
Dark Angel	Vivendi	AA
Dragon's Lair 3D	THQ	AA
Fighting Fury	Midas	Bt
Indiana Jones and the Emperor's Tomb	Activision	AA
Macken Shao	Midas	AA
Shinobi	Sony	AA
Starsky And Hutch	Empire	AA
Tomb Raider: TAOD	Eidos	AA
Vexx	Acclaim	P
War of the Monsters	Sony	Bt
World Champ'ship Snooker 2003	Codem'ters	Sp
X-Men: Wolverine's Revenge	Activision	AA
ZOE2: The 2nd Runner	Konami	M

MAY 2003

Black and Bruised	Vivendi	Bt
Enter The Matrix	Infogrames	AA
Indy Car Series	Codem'ters	R
Speed Kings	Acclaim	R

JUNE 2003

Dungeons and Dragons Heroes	Infogrames	AA
Dynasty Warriors 4	Koei	AS
Hulk, The	Vivendi	AA
Wakeboarding Unleashed	Activision	Sp

MID TO LATE 2003

13	Ubi Soft	FPS
A Sound of Thunder	Bam!	AA
Akira Psycho Ball	Infogrames	Ar
Alter Echo	THQ	AA
Amplitude	Sony	B
Bruce Lee	Vivendi	Bt
Bulletproof Monk	Empire	AA
Deus Ex2: Invisible War	Eidos	FPS
Die Hard Vendetta	Vivendi	FPS
Dredd Vs Death	Vivendi	AA
Enclave	tbc	RPG
Final Fantasy 10-2	Sony	RPG
Finding Nemo	THQ	AA
Four Horsemen of the Apocalypse	3DO	AA
Freaky Flyers	Midway	FS
Freedom: Battle for Liberty Island	EA	FPS
Futurama	SCi	AA
Gran Turismo 4: Online	Sony	R
I, Gladiator	Acclaim	AA
Looney Tunes Back In Action	EA	P
Mercedes-Benz World Racing	TDK	R
Mission: Impossible 2	Infogrames	AA
Moji Ribbon	Sony	B
Nightmare Creatures 3	Konami	AA
Pride FC	THQ	Bt
Red Dead Revolver	Capcom	S
Return to Castle Wolfenstein	Activision	FPS
Soul Calibur 2	EA	Bt
Suikoden 3	Konami	RPG
Tak: The Power of Juju	THQ	AA
This Is Football 2004	Sony	Sp
Tom Clancy's Raven Shield	Ubi Soft	AS
True Crime	Activision	AA
Urban Freestyle	Acclaim	Sp
Warhammer Fire Warrior	THQ	FPS
War of the Monsters	Sony	Bt
Xenosaga	Sony	RPG

TO BE CONFIRMED...

A10 Warthog	tbc	FS
Area 51	Midway	AA
Armored Core 3	Metro 3D	M
ATV Offroad	Sony	R
Backyard Wrestling	Eidos	Sp
Ballistic: Ecks vs Sever	Bam!	FPS
Batman 2	Ubi Soft	AA
Ben Hur	Vivendi	R
Blood: The Last Vampire	Sony	AA
Breath of Fire: Dragon Quarter	Capcom	RPG
Broken Sword: The Sleeping Dragon	Sony	AA
Butterfly Table Tennis	Metro 3D	Sp
Capcom Fighting All-Stars	Capcom	Bt
Catan	Capcom	AA
Cauldron	TDK	AA
Celebrity Deathmatch	Take 2	Bt
Chariots: The First Olympics	Candella	R
Charlie's Angels	Ubi Soft	AA
Choplifter: Search & Rescue	Xicat	Ar
Clock Tower 3	Capcom	AA
Club Football	Codemasters	Sp
Coaster Works 2	Xicat	Str
Conflict: Desert Sabre	SCi	AS
Crank The Weasel	Midway	P
Crouching Tiger, Hidden Dragon	Ubi Soft	AA
CSI: Crime Scene Investigation	Ubi Soft	AA
Cubix Showdown	3DO	M
Curse: The Eye of Isis	Wanadoo	AA
Cy Girls	Konami	AA
Daredevil	THQ	AA
Dark Chronicle	Sony	RPG
Dead Aim	Capcom	S
Dead to Rights	Sony	AA
Delta Force	Nova Logic	FPS
Destruction Derby 4	Sony	R
Dinotopia	TDK	AA
Dinoz	Vivendi	Sp
Disney All Stars	Konami	Sp
Dog's Tale	Sony	P
Drag-on Dragoon	tbc	AA
Driver 3	Infogrames	R
Dual Hearts	Konami	Sp
Duke Nukem Forever	Take 2	FPS
Engalus	tbc	AA
Everquest: Online Adventures	Sony	RPG
Evil Dead: Fistful of Boomstick	THQ	AA
Evolution Skateboarding	Konami	Sp
F1 Racing Championship	Ubi Soft	R
Falcone: Enter the Maelstrom	Virgin	FPS
Face Off	Cryo	AA
Far Cry	Ubi Soft	AA
Fear Effect 3	Eidos	AA
Fighting Force	Eidos	AA
Final Fantasy 11	Sony	RPG
Final Fantasy 12	Sony	RPG
Forever Kingdom: Evergrace 2	tbc	RPG
Freeky Flyers	Midway	R
Freestyle: Metal X	Midway	Sp
Fugitive Hunter	Infogrames	AA
Full Throttle 2	Activision	RPG
Galidor	tbc	AA
Ghost Hunter	Sony	AA
Ghost Master	Empire	AA
Gladius	Activision	RPG
Good Cop, Bad Cop	Revolution	AA
Gregory Horrorshow	Capcom	P
Gremlins	Big Ben	P
GT Racing	Midas	R
Hardware: Online Arena	Sony	S
Harvest Moon: Save the Homeland	tbc	RPG
Heaven and Hell	CDV	Sm
Hot Wheels	THQ	R
Ice Nine	Bam!	FPS
Ico 2	Sony	AA
Indy Racing League	Codemasters	R
Inspector Gadget	Big Ben	P
Iru: Tales from the Frozen North	Vivendi	AA
Isle of Man TT	Codemasters	R
Jacked	3DO	AA
K-Project	Sony	AA
Kengo 2: Bushido Master	Ubi Soft	AA
MLB Slugfest	Midway	Bt
Mafia	Take 2	AS
Monster Jam	tbc	R
Monster Rancher 3	Tecmo	AS
Music 3	Codemasters	Sm
My Street	Sony	Pz
NASCAR Thunder	EA	R
NBA Ballers	Midway	Sp
NBA Starting Five	Konami	Sp
Nightfall	Eidos	AA
Nickelodeon Party Blast	Infogrames	Pz
Nobunaga's Ambition Online	Koei	Str
One Must Fall: Battlegrounds	tbc	Bt
PaRappa the Rapper 3	Sony	B
Pillage	Zed Two	AS
Project BG & E	Ubi Soft	AA
Raging Blades	Wanadoo	RPG
Resident Evil Online	Capcom	AA
Richard Burns Rally	SCi	R
Risk	Infogrames	Pz
Robin Hood: Defender of the Crown	tbc	AA
Rygar	Tecmo	Ar
Samurai Jack	Bam!	P
Sega Bass Fishing Duel	Acclaim	Sp
Seven Samurai	Big Ben	AA
Shining Lore	Phantagram	RPG
Shoot to Kill	Codem'ters	FPS
Silent Hill 3	Konami	AA
Sim City 4	EA	S
Smash Cars Racing	Metro 3D	R
Smokin' Barrels	tbc	Sp
Smuggler's Run 3	Rockstar	R
Snowboard Heaven	Capcom	Sp
SOCOM: US Navy Seals	Sony	AA
SSX3	EA	R
Starcraft: Ghost	Vivendi	FPS
Star Ocean 3: Till the End of Time	tbc	RPG
Star Wars: Galaxies	Activision	AA
Stung	tbc	AA
Street Racing Syndicate	3DO	R
Super Bust-a-Move 2	Ubi Soft	Pz
SWAT: Urban Justice	Vivendi	AS
Tales of Destiny 2	tbc	RPG
Terminator 3	Infogrames	AA
Templar	TDK	AA
Tennis Master Series	Vivendi	S
Thunderbirds	SCi	AA
Titanium Angels	SCi	AA
Tribes 2: Aerial Assault	Vivendi	AA
True Crime	Activision	AA
Twisted Metal Online	Sony	S
Venus and Braves	Capcom	RPG
Virtua Fighter 4 Evolution	Sony	Bt
Virtual-on Marz	Sony	M
Voodoo Islands	Koch	AA
Wheel of Fortune	Infogrames	Pz
White Fear	Vivendi	AA
Wizardry	Ubi Soft	RPG
Worms 3	Ubi Soft	Pz
Wrath	Activision	AA
Zapper	Infogrames	S

Incoming is your complete guide to the future for your PS2. The release dates are correct as we went to press. This listing is updated every issue – please don't give us a hard time about slippage, canning and alterations.

Not just an ordinary girl...
Jennifer Tate is the 'Chosen One' caught in an epic conflict between the forces of Order and Chaos.
Welcome to Oblivion.

PlayStation.2

THE DEMONIC PLACE THE IMMORTAL PLACE THE THIRD PLACE

SPLINTER CELL IS OUT ON 28 MARCH

FANCY A GO NOW?

Play it five weeks early with this month's Official PlayStation 2 Magazine

THE UK'S BESTSELLING PLAYSTATION 2 MAGAZINE
PlayStation 2
OFFICIAL MAGAZINE-UK
RESIDENT EVIL ONLINE
PUTTING THE ELF INTO TWELFTH
LEND US A TANNER
IN OUR PACKED MONITOR SECTION
PlayStation 2
10
Tom Clancy's SPLINTER CELL
DR MUTO ★ RAYMAN 3: HOODLUM HAVOC
THE MARK OF KRI ★ WAR OF THE MONSTERS
GRAND PRIX CHALLENGE ★ WAKEBOARDING UNLEASHED
DVD

10 PLAYABLE DEMOS OF THE HOTTEST NEW GAMES EVERY MONTH

PLAY! Exclusive demos of Splinter Cell, The Mark Of Kri, Rayman 3 and more

WATCH! Videos of Shinobi, Tomb Raider and Primal

READ! Enter The Matrix, Resident Evil Online, Driver 3 plus every new PS2 game reviewed

PlayStation 2 OFFICIAL MAGAZINE-UK

ISSUE 31 ON SALE FEBRUARY 21

PSM2 PRESENTS
JUDGE DREDD
#1 March £2.00
DREDD VERSUS DEATH
Drokking great PSM2 preview – inside!
TRY TO BRIBE ME, EH, PUNK? THAT'LL BE FIVE OOH, DRIVER 3.
ARGHHH
YES, PSM2 IS CRIMINALLY GOOD. SEE?
DRIVER 3

First play of the brand new FPS starring...

JUDGE DREDD!

Grud on a greenie – Judge Death's back. Time to take the law into your own hands...

It should've been a simple bust. Spotted a scrawler tagging subway walls with graffiti – five years in a cube, max. Except that this perp, when you hit ◎ to issue a challenge, ran for help, got his buddies involved, forced you to fill the subway with armour piercing and get the meat-wagons in. Now his mates are a mess of floppy polygons, and he's taken a shell through the knee and another one through his gun hand. Your move, creep.

This is Mega City One. Monorails and flying cars hum above, defaced Justice Department posters and vid-screens decorate the undersked. Off in the distance, you can see the Statue of Liberty and Hall of Justice, standing out among the city lights as beacons in the enormous city. You're old stoneyface himself, rain pattering against your visor, on patrol and looking for troublemakers. Everyone's a potential criminal and no-one's above the law. Spot someone puffing on a dog end outside the Smokatorium? Three years, spugwit. Littering? Six months. Carrying a weapon? You'd better have a permit for that, meathead.

That's how TS2's *Dredd Vs Death* starts on our first go, but the fuzzy logic means it won't always be that way. A law-abiding citizen or minor perp should surrender instantly – but a false arrest counts against you. A heavily armed gang member might get trigger-happy. A weaker one could make a run for it, or sprint for help.

"ALLOWING A PERP TO BE KILLED LOWERS YOUR JUDICIAL CRED"

In either of these situations, you're free to start shooting. Wound them, kill their friends or freak them out with a cliptul of ricochet, and they'll probably surrender, leaving you free to slap on the cuffs.

Careful, though – once they're in your custody, pistol-whipping, accidentally blowing up or even *allowing* a perp to be killed in the crossfire lowers your judicial cred. The law meter's topped up via arrests and legitimate kills, but if it drops to zero you'll be targetted by the Special Judicial Squad. Once they arrive, it's game over – but there's nothing to stop you going down in a blaze of lawbreaking glory.

The AI also provides you with a variety of ways to progress. After a few missions of typical judicial business, for instance, you're trying to infiltrate the Death Cult's headquarters. Do you headshoot the guards? Set off a hi-ex diversion on a nearby wall? Blast your way in with Stumm gas and shotguns? Again, judicial discretion is necessary, but ultimately, *you're* the jury and executioner. Should be great. If we're any judge.

Rag doll physics bounce gang members over rails and down stairs.
Moving vid-screens!
Stomm! Original plot sees Judge Death return!
Perps, muties and juves!
Stealth-action! Rampant murder!
Bosh! Make perps give up with 'bouncers.'
Fight alongside other judges!
BOOOOM!
Eat light-sourced kaboom!

The story's an original, featuring the Death Cult and the return of the Dark Judges.
Splash! Ultra-realistic rain effects!
Your lawgiver fires hi-ex, ricochet, heat-seeking, armour piercing and standard execution bullets.
Kneepads! Shiny helmets!
Your Justice Department shield regenerates over time - get in there!
Expect real Mega-City environments like the Smokatorium and the Shuggy Parlours.
Once they're cuffed, they're your responsibility..
Dredd starts out with a scattershot-blasting shotgun. No Lawmaster, as yet, sadly.
Sadly, you can't bust someone simply for sporting these revealing PVC chaps.
Turn Over

DREDD VS DEATH

"SCULPTED"

Don't bust innocents - spotting sugar addicts takes a sharp eye...
The code automatically increases the detail when there's less on screen.
Chiselled! Characters're made of 3,000 polygons.
Busted! Fashions and criminal types straight from the comic!
Look out for Judge Anderson!
Bosh! Check out the detail on that poster...
It's likely to get a November release.
Clang! More than 9,000 lines of dialogue!
BAM
Finally, multiplayer's yet to be confirmed for the PS2 version - but we've put a request in for a hidden Johnny Alpha...
The End

THINK YOU'VE FINISHED?

THINK AGAIN!

TAKE YOUR PS2 GAMES FURTHER WITH THESE!

ON SALE EVERY MONTH

PLAYSTATION 2 MAGAZINE

PSM2

REVIEWS

THE ESSENTIAL VERDICT ON EVERY NEW RELEASE

レビュー

WHAT WE'VE GOT HERE, PEOPLE, IS A COMPLETE AND UTTER FAILURE TO COMMUNICATE. IT'S GOOD TO TALK...

Think about it – when you go to a games shop, head buzzing with mag-gleaned info and a sheaf of fivers in your pocket, the last thing you want to do is *talk* to people. It's the human condition of the 21st Century – look at the way everyone avoids eye contact on the London Underground. Get the 90 percenter, get away from that slightly sweaty smell, go home. That tiny child with a harassed dad, a copy of *Super Bombad Racing* in his hand and a gleam of hope in his little eyes? Sorry kid, should've done your research. That bloke looking at *Sven-Goran's World Cup Manager*? Not your problem.

Except... there's a reason these games exist. It's because They (evil game publishers) know that the General Public (people who don't read magazines) will buy them. And they'll keep getting made, and pushing more inventive, impressive fare off the shelves. The only way to stop it? By getting over your inner-city fear of communication to suggest that, y'know, maybe *Jet Ion GP* isn't the best use of your hard-earned. That someone's nephew might prefer *Ico*. That we'd rather die than play another *Army Men* game. We spent thousands of years evolving vocal cords so that we could warn each other of impending danger. Let's keep looking out for each other, eh?

PSM2'S MANIFESTO

PSM2's REVIEWS ARE: Analytical, delving, comic, critical, informative and, above all, bang on the money. If you want to know exactly where your cash should go, look no further than these pages.

PSM2's REVIEWS AREN'T: Lacking integrity, flabby, overly sensational, oblique and scored to appease anyone within the games industry. If you want a blinkered perspective on the global market, look elsewhere.

REVIEWERS レビュー

PLAYING PS2 LONGER, HARDER, FASTER THIS ISSUE:

The world's most knowledgeable and outspoken PlayStation 2 fans.

MARCUS HAWKINS

- **SPECIALIST IN:** Driving, battenburgs.
- **HAVING FUN WITH:** MGS Substance

"He's got a chair, ref! For the love of God. he's got a chair!" Too much *Smackdown!*, and even MC Hawk can't tell the difference between RAW and Changing Rooms.

DANIEL DAWKINS

- **SPECIALIST IN:** Edible shoes.
- **HAVING FUN WITH:** Evolution Skateboarding

Lots of Dickensian poverty this month, after rupturing his hamstring while emulating Sam Fisher's wall-splits-jump, stopping Dan dancing for his supper. Shame.

JONATHAN BRYANT

- **SPECIALIST IN:** Little yellow pills.
- **HAVING FUN WITH:** Primal, Pac-Man

Troubled troubadour Jonnie has sadly had his three-minute segment cut out of CD:UK for the fourth week running – they just *won't* relax that policy on leather chaps.

DANIEL GRIFFITHS

- **SPECIALIST IN:** Lures.
- **HAVING FUN WITH:** Bass Duel Fishing

Feed him approximately 100 Kodak film canisters of cheap lager, and G simply rumbles like a drain. Slap him with a mild cold, though, and watch him cling to the Lemsip

TIM WEAVER

- **SPECIALIST IN:** Double faults.
- **HAVING FUN WITH:** Centre Court Tennis

"The Land Before" Tim's been courting controversy again this month, insisting that penguins don't have real feelings – and trying to prove it by taunting Bristol Zoo's birds with upsetting imagery.

JAMES WHITE

- **SPECIALIST IN:** Celluloid.
- **HAVING FUN WITH:** Road to Perdition

"DVD" trills James, clapping delightedly like a little baby seal at his film-gawping job. "Easy as 1-2-3. Simple as Do, Ray, Mi. DVD, 1-2-3... baby you and... um, them?"

DAVID HARRISON

- **SPECIALIST IN:** Snowballs, fights.
- **HAVING FUN WITH:** Evolution Skateboarding

"Rodney" Harrison continues to scribble out the funnies as he slaves towards his real dream; his destiny – writing the serving suggestions for Honey Nut Loops. Aspirational.

MAIL US NOW!

E-MAIL: PSM2@FUTURENET.CO.UK

PSM2's team of reviewers play games more than any other mag. We don't shuffle through the first level, then present you with some vague mark out of five. But sometimes you won't see eye-to-eye with us. So get in touch...

PSM2, FUTURE PUBLISHING,
30 MONMOUTH STREET, BATH BA1 2BW

›THE DEFINITIVE VERDICT フハウヌキニラ

WHY PSM2 REVIEWS ARE THE BEST YOU'LL READ!

We love games, but won't resist caving a shabby game's face in – stick with PSM2 to get the best buying advice around.

BEST SCREENS:
We've captured the most dynamic images from the games, with all the levels and views you need to see. They're the best shots you'll clap eyes on!

PASSIONATE OPINION:
PSM2 reviewers squeeze every ounce of detail out of a game, and tell you everything you need to know. Our reviews are as entertaining to read as the best games are to play.

IMPACT POINT:
Here you'll see the defining moment in the game that convinced your PSM2 reviewer that this is a shiny blue disc you should run out and buy or just leave on the shelf.

REVIEWS
FANTAVISION
FANTAVISION
Whack on the kettle, break open the Digestives, and prepare for the worlds most spectacular fireworks night. No pomp, no ceremony, no snazzy texture-mapping, *Fantavision* is the PlayStation 2's simplest and arguably greatest invention yet
"EVEN WHEN THE GAME INEVITABLY FRUSTRATES AND BEATS YOU, IT'S NOT BECAUSE YOU'RE STUCK, BUT THAT YOU HAVEN'T REACTED QUICKLY ENOUGH"
IMPACT POINT
VERDICT
GAMER'S CHOICE
85

VERDICT BOX:
A chunky, comprehensive summary of the game. You'll find out what the best and worst features of the gameplay, graphics, sound and lifespan are, as well as getting a score out of 100. We feel this is the most useful way of indicating the game's quality, rather than some oddball score out of, say, 30.

GAMER'S CHOICE:
Your essential guide to how the game compares to others in its genre. These will be PS2 games where possible, but due to the system's ability to play all your old PlayStation discs we'll also compare the new games with the classics...

INSIGHT:
Here you'll find amazing facts about the game and its developers, carefully selected by the PSM2 reviewer to give you a deeper understanding of the title. Or make you laugh.

ALL THE INFO YOU NEED:
Crammed with every useful fact about the game, you'll find everything here – from how many players it supports to how many levels and playing modes you can expect. For Japanese discs, we'll also give you a guide to how impenetrable the text is. Neat, no?

›HONEST AND ACCURATE シラヨカノ

PS2 REVIEWS

We review every last PS2 title from around the world – from Japan, America and Europe. Some of these titles that appear in an NTSC format will occasionally not make the transition to PAL and'll only be available on import for use on Japanese or American machines. Each review is clearly marked with its country of origin and, where possible, we always re-review PAL versions of games we've covered on import.

If you're looking for a review of a game that's available to buy, and it's not been included in the mag, approach it with extreme caution. Usually this means that whoever distributed it would rather you cougned up the money first and found out that it was absolute arse later. Rely on PSM2 to help you spend wisely.

›HONEST AND ACCURATE シラヨカノ

DVD REVIEWS

Every month PSM2 teams up with *Total Film* magazine to review the best of the month's DVDs. We treat extras as a bonus and base our scores largely on the film's quality.

›HARD-HITTING シラヨカノ

PSM2 WARNING!

THE PSM2 SCORING SYSTEM:

0-29 Shoddy stuff. A game in this category is so bad, *well*, it's just laughable really...

30-49 Possibly fun in the short term, but there're some serious faults in the game's design.

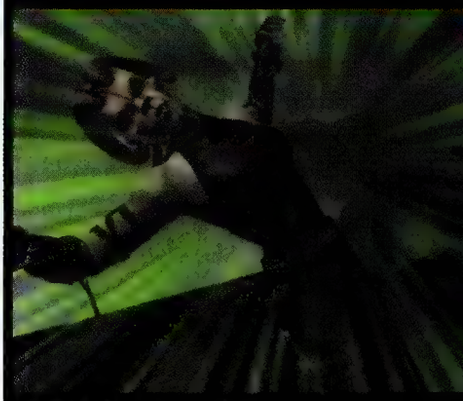
50-69 50 is considered 'average' in PSM2 (unlike some other mags). You can trust our scores.

70-84 An entertaining game that *just* misses out on being something big. Highly enjoyable, though.

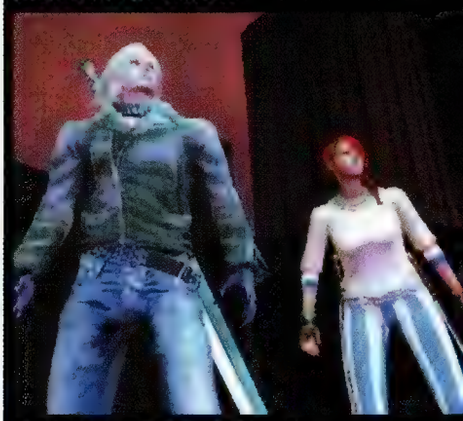
85-89 What are you waiting for? If a game gets a score in this category, you really ought to treat yourself. You won't be disappointed – PSM2 highly recommends it, and that's the only endorsement you need...

90+ An unmissable gem which should feature in the game collection of everyone reading PSM2. It's a supreme example of its genre and pushes your PlayStation 2 in every respect. You must play this.

DON'T MISS THESE: PS2 REVIEWS



PRIMAL 64
Evolution Skateboarding 066
Evolution Snowboarding 068
Dr Muto 070
Pac-Man World 2 074
Sega Bass Fishing Duel 075
ATV Quad Power Racing 2 076
Centre Court Hard Hitter 2 078
Shrek Super Party 079
Island Extreme Stunts 079



DEVIL MAY CRY 2 80
Metal Gear Solid 2: Substance 084
Rygar: The Legendary Adventure 088

DVD REVIEWS
Road To Perdition 88
Lost in La Mancha 89
Fargo: Special Edition 89
Badlands 89

REVIEWS

THE ESSENTIAL PSM2 VERDICT ON EVERY NEW RELEASE

OUT UK NOW

PRIMAL

"FOR GOTHS AND CHURCH ORNAMENT ENTHUSIASTS"

Rock queen Jen's got the devil inside – but can a wisecracking shapeshifter and a plum-voiced gargoyle save the world just by holding doors for each other?

REVIEWER: Joel Snape

INFO

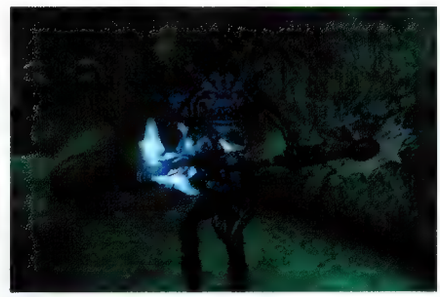
- **CODE TESTED** PAL (UK)
- **DEVELOPER** Studio Cambridge
- **PUBLISHER** SCEE
- **GAME TYPE** Action Adventure
- **PRICE** £39.99
- **EXTRAS** 1 Player, DualShock 2, Memory Card

DETAILS

- Two playable characters
- Four worlds, each with their own demonic transformation.
- Voice acting by Callisto from Xena and B'Kar from Babylon 5.

Riggs and Murtaugh. Butch and Sundance. Turner and Hooch. Everyone loves a comically mismatched partnership, and Sony are no different. Silent boy and blabbering 'otsel'? Sold! Tent-eared mechanic and tweedy robot? Winner! Horny young boy and pale, nervous girl? Fetch the chequebook!

See, despite the advertising focusing on sultry heroine Jen, *Primal*'s fretful gargoyle Scree deserves equal billing – you'll spend almost as much time playing as him. And, ooh, they couldn't be more mismatched. One's a posh-voiced stone munchkin, the other's a wisecracking rock chick. One wants to save the universe, the other's trying to rescue her idiot grunge-demon boyfriend. One can climb certain (infuriatingly ill-defined) stone walls – the other one's better at squeezing through gaps. And so forth.



SEA KNOW EVIL: Once you stray into the polluted stretches of sea, the water takes on a murky, threatening quality. Clever touch.

PRIMAL URGES

Let's get something straight – figure-hugging outfits aside, this isn't *Tomb Raider*. Though there's heavy emphasis on exploration, forget too far astray as well – there's usually some logical reason as to why you can't reach a certain point in the level, whether that be a wooden beam blocking Scree's progress or a snowdrift preventing Jen from moving any further. The only obvious exception to this is an early village level where consulting Scree for hints comes up with the cryptic, "Let's try going through a house" – then confronts you with a town-full of locked doors, each inviting the same wearying shake of the head from Jen. The right one, incidentally, is identical to all the others except for a tiny lock on the latch. Brilliant, eh?

"AND, OOH, THEY COULDN'T BE MORE MISMATCHED. ONE'S A POSH-VOICED STONE MUNCHKIN, THE OTHER'S A WISECRACKING ROCK CHICK"

tiptoeing up to ledges and scrambling over blocks. In the point 'n' go movement system, simply pushing forward gets results – if Jen or Scree can make a leap, they'll do it automatically. Switch-pushing's kept to a minimum, with most locked-door puzzles relying on the pair's complementary abilities rather than pewter keys. The clever level design prevents you from going

Despite this, a forgiving map system means that you'll rarely have difficulty working out where to go next, so the emphasis is purely on creative obstacle bypassing. When you're eventually separated from Scree, a clever plot device means that communication's still possible. Even in the ▶

KNIFE WORK: Most monsters will regenerate if you don't catch them with one of the brutal finishing moves while they're down.

KNIGHT TO REMEMBER: Unfortunately, these chancers are just as handy with the time-bending dash as Jen.

IMPACT POINT

After sprinting away from beast-things for most of [illegible]. Here, the Fire King unleashes your snarly claw-powers – perfect for a bit of sharp-nailed justice. Rrrgh.

JUST DUO IT

"It takes two, baby" Marvin Gaye and Tammi Terrell once sang... talking, of course, about [illegible] between order and chaos in [illegible]. Earthbound Jen and Scree complement each other perfectly – the [illegible] can't fight, but he's the ideal [illegible] he can't be eaten by feral chimps and he can climb walls, while Scree's pre-hensile tail gifts him [illegible] like scaling treasure-[illegible] gaps, shuffling along ledges, and repeatedly stabbing monsters through the lungs.

ABSEIL OF THE CENTURY: Once Scree finds a rope, he can [illegible]

GATE WINSLET: Most gates – and quite a few levers – can't be operated by Scree or Jen alone. See, kids? Teamwork.

▶ inevitable Jen-gets-captured bit, it isn't too tough to work out what to do next. Early on, it transpires that Scree can 'possess' other stone objects by gathering lodestones – leading to some Indiana Jones-ian moments. More importantly, Jen's a half-demon shapeshifter. In each environment, she gains a new form, lending her extra abilities to reach hitherto unreachable areas. And hit things.

In combat, the otherwise clever partnership dynamic works like this – Scree turns to (even harder) stone, and Jen fights everything. Human Jen, natch, isn't particularly good at violence, so it's best to take it cautiously until your demon powers're unleashed. There's a basic move on L2 and R2, with limited combinations and a finishing flurry to make sure opponents don't get up. Each of Jen's demon incarnations has different abilities. In Solum, her feral claws make darting in, out and around opponents the best offensive technique, but waterlogged Aquis offers her less freedom of movement, lending itself to blocking tactics and swift energy-tentacle retribution. In the next world, she gains the ability to move in speed bursts, leaving a faint shimmer behind as she dodges around equally swift knights. After a scrap, Scree scuttles around absorbing energy from defeated opponents – which Jen can then use to regenerate her own powers.

FLAME FOR A LAUGH: Note the smoke-blur. The glimmer of Scree's eyes. The light-sourcing from his energy ball. Impressive stuff.

"STUDIO CAMBRIDGE CLAIM TO HAVE BEEN INFLUENCED BY SADO-MASOCHISTIC FETISHISTS"

INSIGHT

Studio Cambridge are the team also responsible for *C-12* and *MediEvil*.

JENERATE

A hoard of graphical effects build a convincing world: torches provide flickery illumination or blurring smoke particles, energy balls give Scree an iridescent sheen and, as she takes damage, human Jen becomes increasingly translucent to show her fading link with reality. Most dramatic of all's the undersea realm – the serene blues of the Aquilan kingdom contrast with the greenish murk of more polluted areas, accompanied by a wafting

DEAD 'N' BREAKFAST: If Jen 'dies', she wakes up in hospital, leaving Scree to get back to a rift gate so that she can regenerate.

GARGOYLE INTERRUPTED: Once Scree's drained a dead enemy, he can link with Jen to top up one of her demonic energy bars.

CLAW, EH LADS? Normal Jen: quite pretty. Neon-fingered wolverine Jen: perhaps a bit liable to tearing your face off.

musical score that gradually turns sinister. Again, the characters' respective abilities are used to good effect – Scree sinks straight to the bottom and plods through the silt, human Jen can't swim at all and fish-demon Jen paddles like an otter but can't breath air. Character design's more esoteric than you might expect, too – Studio Cambridge claim to have been influenced by Mongol tribesmen, Napoleonic hussars, gods and sado-masochistic leather fetishists, and it shows.

"THERE'S REALLY NO WORD FOR PRIMAL BUT 'PLEASANT'"

Cutscenes are impressive, though a lot of the dialogue's too self-conscious – Jen's ceaselessly flippant remarks just grate, and the bit with the bickering aristocrat heads (you'll see) feels like a weak Python sketch.

There's really no word for *Primal* but 'pleasant'. It's challenging without being too frustrating, and it's attractive without being gobsmacking, full of decent set-pieces without anything that seriously demands a bit of thought.

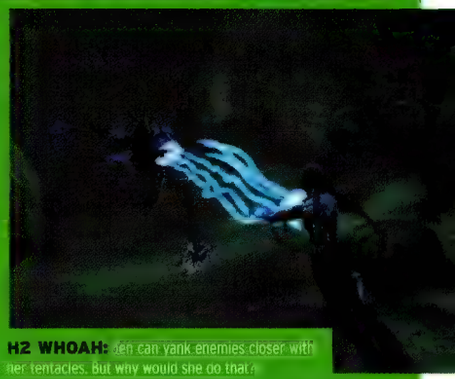
If the combat had a bit more depth, or the puzzles had a bit more bite, or the plot had a bit more spark, it'd be a must-have.

As it is, it's fantastic for goths and church ornament enthusiasts, and meandering fun for everyone else. You see, it isn't all about the banter, after all. **PSM2**

Primal's out already.

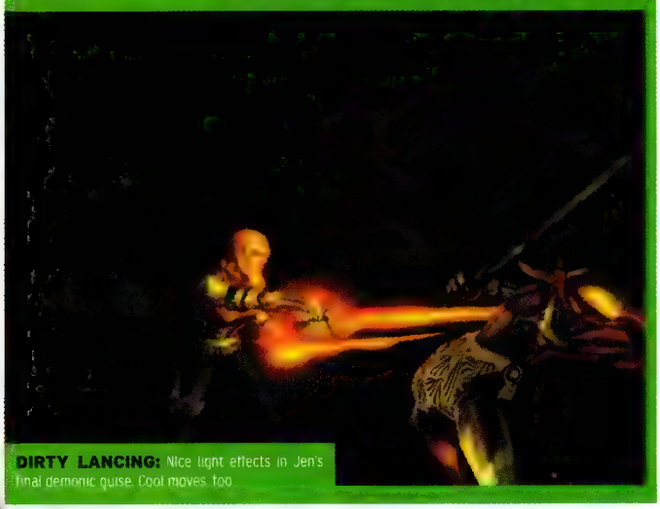
BEAST MEETS VEST

Each level typically starts with a vulnerable scramble to unlock Jen's demonic power, as it relates to that environment. Initially, it's as simple as running faster or jumping higher – but by the later stages, she acquires the ability to slow down time and twirl an energy lance. Each transformation's accompanied by – *sigh* – a twirly Matrix effect, but also incorporates some really quite clever [illegible]. And make sure you look out for Jen's eyes and tattoos, which glow as she walks through darkened areas.



H2 WHOAH: Jen can yank enemies closer with her tentacles. But why would she do that?

WHIP 'N' CHOP: [illegible]



DIRTY LANCING: Nice light effects in Jen's final demonic guise. Cool moves too.

PERFECT GENT'S CHOICE

1 **PRIMAL**
Great example of the 'politeness' genre. If people were more pleasant, we wouldn't get the energy whip out as often.

2 **PROJECT EDEN**
A well-mannered team of commandos hold doors open for each other. Yay.

3 **KURI KURI MIX**
Two rabbits and one player hold switches down for each other, in a cortex-ripping display of multi-tasking civility.

PSM2 VERDICT

GAMEPLAY
+ Pleasant exploration, satisfying puzzles, well-paced combat.
- More varieties of bad guy attack could've spiced things up.

GRAPHICS
+ Lots of clever touches – none that original, but all done well..
- Masses of grey and brown on every level.

SOUND
+ Good, atmospheric music – without too much rock.
- The 'banter' seems a bit forced.

LIFESPAN
+ A good 14 hours of gameplay.
- Most of it adhering to the same climb/lever/fight dynamic.

OVERALL
Afternoon-stealing fun that falls just a shade short of being an essential play. That tattoo isn't the only Mark of the Beast Jen's stuck with...

79

FREAKISH

OUT UK NOW

EVOLUTION SKATEBOARDING

Creaky and self-consciously cool – proof that games suffer mid-life crises.

REVIEWER: Dan Dawkins

While the *Tony Hawk's* series grows old gracefully, tweaking skills, slamming bad habits and developing mature lines, Konami's skateboard wannabe approaches maturity with the grace of Richard Madeley raging to Slipknot in a pink Ford Cosworth – clueless, clingy and in denial. Don't be fooled by aesthetics – underneath the superior visuals and blatant abuse of the term 'Evolution' to cadge associated glory from *Pro Evo* – this is a jam-handed chiselling of *ESPN X Games Skateboarding*.

Honestly, what were the developers thinking? Back in PSM2#15 we warned Konami that, "Heaven is a half pipe and not an Aztec ruin." How do they respond? By letting you fight boss battles against monster trucks and giant spiders. The best aspect – the realism – has been muddled to lure bug-eyed newbies, offering streamlined

RICTA MELDREW: You can write your name in stickers on the bottom off the board. Why? So no-one can steal it, see. Oh, wait...

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Konami
- **PUBLISHER** Konami
- **GAME TYPE** Skateboarding
- **PRICE** £39.99
- **ESSENTIALS** 1 Player, Memory Card, DualShock 2

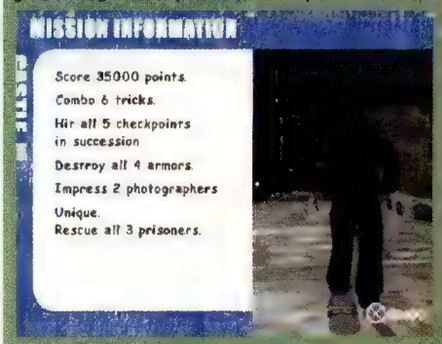
DETAILS

- Eight real-world skaters, including Danny Way, Arto Saari and Colin McKay, plus secret character Solid Snake.
- Dolby Surround compatible, with 15-song licensed soundtrack.
- Seven stages – including Western, Jail and Aegean Sea – plus boss battles and secrets.
- Arcade, Trial, Free, Practice, Challenge, Two-player VS, Edit and Quick modes.
- Real-world skater video and sponsor adverts.

SHELL ON EARTH: You can skate around *MGS2's* Big Shell, smashing cyphers and grinding bridges, but the level's fairly spartan.

TASK AN EXPERT

The Arcade mode mimics *THPS3's* Career option, with three-minute time limits and hackneyed objectives. Smash five barrels, grind 100m, get 50,000 points... yawn. Complete a number of tasks and you unlock the next... snrrgh... oh, just guess.



GAIL GRIDER: The level objectives are unoriginal and relatively easy. What is it with skaters and shiny floating coins?

TRUCKIN' HORA: Like all extreme sports games, you solve *every* puzzle using grinds – even monster truck boss battles.

FROGGIN' A DEAD HORSE: You can choose from the usual selection of hats, shirts and comedy unlockables. Shocking, eh?

BEEF CHEGWIN: Flatland combos are taxing, but you can pull automated three-string aerial specials by tapping the R1 button.

TRIAL OF THE DEAD: Like the previous game, you can enter an ESPN-style tournament mode on both street and vert courses.

combos and wacky level designs. Konami are trying so hard *not* to be *THPS4*, they've lost sight of what makes Activision's game so compelling.

The theory is sound. *THPS4* is complex, reflex-shattering and amplifies skating to a punch-button, combo-fixated parody of itself. Therefore, it makes perfect sense that Konami's game should be slower, more deliberate and truer to the roots of skating. As a result, *Evo Skateboarding* keeps manual rolls *hard*, six-string combos remarkable and scores sub-pinball. But Konami are missing the point – *THPS4* might be eccentric, but it's intuitive, balanced and, above all, a bloody good *videogame* – based, but not *shackled* in reality.

"NO AMOUNT OF VIRTUAL MERCHANDISE CAN DISGUISE THE ROUTINE GAMEPLAY"

So, on one hand, *Evo Skateboarding* is realistic – deliberate and slower paced. On the other, it's a brutal simplification: some combos are totally automated, while level design lacks imagination. Confused? So are Konami. At least *ESPN X Games Skateboarding* stuck to its roots. Despite the gentle pace, combos required complex button taps and *Street Fighter*-style D-pad rotations – placing the emphasis on your brain, not your fingers. In *Evo*, special moves belong to double taps or solitary presses of R1 – where's the challenge? Odder yet, while you control real-world skaters, the locations are fictitious.

In fairness, the graphics are crisper with minimal pop-up. The options are exhaustive, with skill-honing Challenges, a compo-based Trial mode and complex skater customisation. Every time you complete a task, you earn Skater points, unlocking new hats, trousers, jumpers and boards. You can even put individual stickers on your board, and write your name in blocky letters. Sadly, no amount of virtual merchandise can disguise the routine, counter-intuitive gameplay.

Tricks are performed with the divvy-dazzling pace and pronounced deliberation of a Las Vegas magician. *Ladies and Gentlemen, good evening. For my first trick, a Kicklip – can you see that? – now steady yourselves... here comes... a G.R.I.N.D. Marvellous... now a... stuffin' nora! M'spleen!* Honestly, even a simple flip-grind-manual combo is cause for minor celebration. It's all so slow and woolly – a direct contrast to *THPS4's* intuitive, pingy trick system.

Bizarrely, once you've built up your Special bar, you simply hit R1 to access a mega-scoring combo. Sure, you can define *which* tricks you link in the Edit menu, but their execution is automatic. Worse, getting height for big tricks depends exclusively on timing. After three leaps, you can approach a ramp at pace, release the button a touch late and croak a metre above the coping. There's negligible allowance for the *speed* of your approach. And steering is equally aggravating.

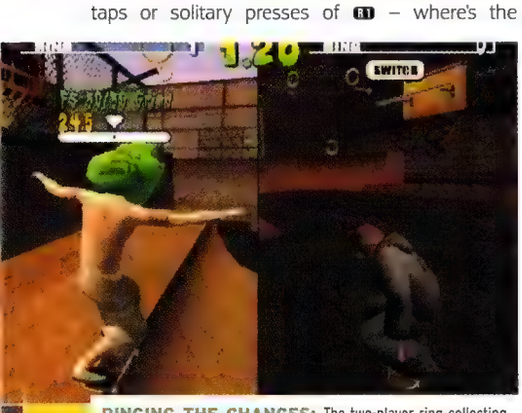
Bizarrely, manual rolls require you to hold △ – the same button for grind. As a result, you need to press three face-pad buttons simultaneously to link flatland tricks and continue a combo – ✕, ○ and △ – a dextrous nightmare. What's wrong with pinching the *THPS4* system, eh? Similarly, aerial rotations rely entirely on the shoulder buttons, with no allowance for the direction you're pushing the analogue stick. Where's the sense? Konami are trying *too* hard to innovate.

In fairness, *Evo Skateboarding* is fine, absolutely bloody *fine*... y'know, mind-cruddingly OK. The graphics are pleasant, there's a reasonable learning curve and ample challenge. The question is, *why*? The game used to appeal for its hardcore, rootsy ethic, but that's been diluted by bosses, clumsy level design and rubbery response. Truth is, *THPS4* is better in every respect. If you think the comparison's unfair, go out and buy *Evo* now – go on – just don't come crying back when a mate shows you another skateboarding game that's about ten thousand times better. By definition, extreme sports shouldn't be middle of the road. **PSM2**

Drop in to your local retailer now

INSIGHT

Evo skater and vert legend Danny Way holds the world record for the longest air, recorded on the 16th April 2002. After dropping in on a specially constructed 49 foot roll-in ramp, Danny leapt 65 feet over a gap on to a landing ramp (almost covering the equivalent length of a 25 metre swimming pool). The following day he repeated the feat while pulling a 360° air. He also holds the record for the World's highest air, measuring a huge 18 feet 3 inches.



RINGING THE CHANGES: The two-player ring collecting games are a longevity boosting addition, if a little simplistic.

SLATER'S CHOICE

1 **THPS4**
Shorn of time limits, the hyper-addictive extreme sports maestro reaches new heights.

2 **EVOLUTION SKATEBOARDING**
Option-stuffed, but differentiates itself from *THPS4* in all the wrong areas.

3 **SIMPSONS SKATEBOARDING**
A turd on wheels. Glitchy and barely playable – an abuse of the licence.

PSM2 VERDICT

GAMEPLAY
+ Patient, but ultimately rewarding.
- Simplified combos with a woolly feel.

GRAPHICS
+ Solid and perfunctory.
- Lacks imagination or scale.

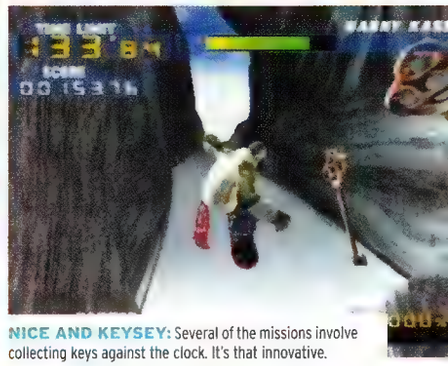
SOUND
+ Licensed skate rawk, tidy effects.
- The songs are forgettably identikit.

LIFESPAN
+ There's lots to unlock and discover.
- But it isn't actually any fun trying.

OVERALL
If there's one thing this genre *doesn't* need, it's another average game made marginally worse. Respectable, but pointless.

54

IMBALANCED



NICE AND KEYSEY: Several of the missions involve collecting keys against the clock. It's that innovative.

BEACHED RAIL: It's a real try-hard game that tries to match SSX's pyrotechnics, but ends up looking cheap.

OUT UK 28TH MARCH

EVOLUTION SNOWBOARDING

Yeah we know all snowboarding games are supposed to go downhill, but this one's taken that fact a bit too literally.

REVIEWER: Dave Harrison

Come here and sit yourself on Uncle PSM2's lap and we'll give you some advice. Whenever you see a mistake, whether it's your own or someone else's, learn from it. See what went wrong, mark it down to experience and try not to do it again. It's a simple rule but, as Konami have proved here, it's a hard one to keep because *Evolution Snowboarding* is a mistake. A big one, and one that's been made before by the cumbersome fun vacuum that was *Dark Summit*. Foolishly, *DS* tried to give snowboarding an action/adventure slant, which is ridiculous as there's no way you can save the world by sliding down a hill.

The crazy thing is, Konami have treated *Dark Summit* as if it was good idea, as if it was the start of a beautiful new extreme sport experience. As a result, they've decided to make *Evolution Snowboarding* which also attempts to weld a third leg to the genre. For some reason, they've picked up the crap ball and run with it.

Evolution is set in some sort of post-apocalyptic ski resort which is controlled by a group of evil, badly dressed snowboarding stormtroopers. To liberate certain areas from these Nu-Metal sledgers, you must take your selected boarder and complete various missions – such as a Time Trial or collecting a certain amount of items on a run or killing fellow snowboarders. Yes, that's right, this is no ordinary snowboarding game as it allows you to pick up spiked clubs and chains with which you can twat evil boarders. It's *Road Rash* on snow, it's *Golden Axe* on ice, it's *Streets of Rage* or, rather, *Slopes of Rage*.

While combining fighting with boarding might sound good, and it could be if it was *SSX* meets *Tekken*, *Evolution* is a long way from either. Konami have already attempted snowboarding in their *ESPN* line with limited success. Here they've managed to create a snowboarding game that's painfully simple and infuriating at the same time. They've had to sculpt fairly innocuous slopes, as you wouldn't want anything too tricky when you're trying to cave someone's head in – granted. So why

"THERE'S NO WAY YOU CAN SAVE THE WORLD BY SLIDING DOWN A HILL"

INFO

- **CODE TESTED**
  PAL (UK)
- **DEVELOPER**
  Konami OSA
- **PUBLISHER**
  Konami
- **GAME TYPE**
  Sports
- **PRICE**
  £39.99
- **ESSENTIALS**
  1-2 Player, DualShock2, Memory Card

DETAILS

- Evolution and Quick Mode.
- Ten real snowboarders, including Olympic silver medallist Danny Kass.
- Sound track, including 'songs' from Slipknot and Murderdolls.
- Eight levels, consisting of ten missions each.
- 23 videos to unlock.

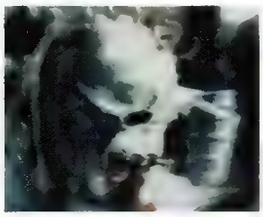
KASS NOTES: Olympic hero Danny Kass shows off his bombastic medal-winning form. Wow.

CLUB STANDARD: There's spiked clubs and chains to scoop up to increase the damage.

FANS SLAMMER

The climax to each level is a face-off with a boss and it really is pantomime season when they turn up. Usually sporting a crazy hair-do or threatening dungarees, these freaks promise to tear you a new asshole, but are easily defeated with a few flails of a bike chain. It's tired, it's been done before but, then again, not on snowboards – and soon you'll realise why.

GRIM SHADY: All the cutscenes are presented in this comic book style. It's about the highlight of the whole production.



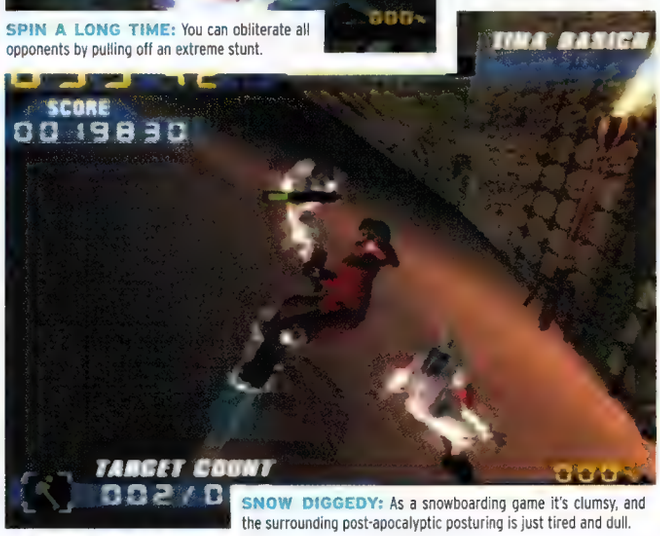
SPIN A LONG TIME: You can obliterate all opponents by pulling off an extreme stunt.

INSIGHT

While Danny Kass might have somewhat debatable taste when it comes to the videogames he gets involved with, he is in fact a real man of culture, listing Mr T as one of his all-time heroes, and Happy Gilmore as his favourite film. Classy man.

IMPACT POINT

You'll realise that this is an arcade mess by numbers when you notice the following: First, the bosses flash when you strike them, and secondly, the Health comes in the shape of a chicken leg. This is 'next gen', folks.



SNOW DIGGEDY: As a snowboarding game it's clumsy, and the surrounding post-apocalyptic posturing is just tired and dull.

LUMBER JACKASS: Slide up alongside and start swiping it's that simple, that predictable and nowhere near entertaining

BRED AND BOARD: Second clown to mash is this boomerang-wielding goth chick

MR SLIPPY: Whatever the opposition the way to defeat them is always exactly the same.

"MUPPET COMES TOO CLOSE, MASH THE ACTION BUTTON, MUPPET GOES AWAY"

they've made the jumping so hard is anyone's guess. Sure you can grind along a 100-foot rail while crippling a snow-clown with a roundhouse, but can you manage to make it over a small hole in the piste? Course not, that would be ridiculous.

As for the fighting, there's only so much you can do on a snowboard (and therein lies the main problem of the whole game). They've been forced to keep it simple and, consequently, dull. Muppet comes too close, mash the action button with your fist, muppet goes away – it's that basic, that repetitive and that rubbish.

What you do have to do is applaud the whole production for is its pluck and spirit. Sure it's misguided, but there's a Slipknot soundtrack, some interesting design and an accommodating learning curve. There's no denying it's enthusiastic all right. It's a big bumbling bundle of energy, much like a younger sibling who's just been to see Harry Potter and is buzzing on Skittles. Sure you're happy that they're excited, but unless they get out of yer face, a certain someone's going to get a dead arm. Or locked in a cupboard.

We're all for developers trying something new, but just shovelling up the contents of a teenager's bedroom and trowelling it on to a snowboarding game is not the way to go. PSM2

PLANK'S CHOICE

1. **CIRCUS MAXIMUS: CHARIOT WARS** Plucky but scrappy combat-racing game that really takes the gimmicky.
2. **EVOLUTION SNOWBOARDING** Unfortunate attempt to spice up the world of snowboarding with bats and bosses. Feisty but pants.
3. **DARK SUMMIT** Badly judged extreme sports twist that fails to stimulate or excite.

PSM2 VERDICT

GAMEPLAY
+ Snappy and eager to please.
- Repetitive, badly judged hash of ideas

GRAPHICS
+ Brash and effervescent in an arcadey way.
- Foggy, predictable and tacky.

SOUND
+ Brilliant, if you're a fan of nu-metal.
- Like a circular saw to the skull if you're not.

LIFESPAN
+ There are over 80 missions to complete
- This isn't even fun on multiplayer.

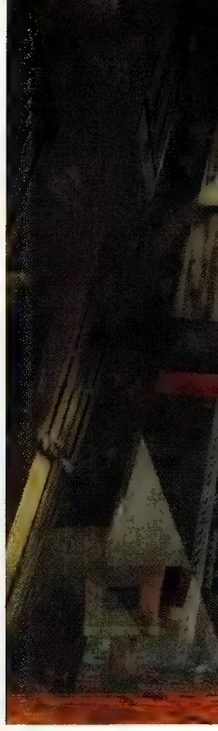
OVERALL
A bad idea, poorly executed, with great passion and a will of iron. Forgive them, as they're not too sure what they've done.

43

BORED

IMPACT POINT

One of the game's few funny scenes is the brief history of Muto's life, where we learn he once made a robot girlfriend for himself at high school. It's as good as it gets.



OUT UK 7TH MARCH

DR MUTO

The good Doc? Useless, mad and hateable. We bet you never meet him...

REVIEWER: Joel Snape

Time for a quick poll. Hands up who actually bought *Haven: Call of the King*? Go on. How many rushed out and singled it out on the day of release? How many people were there camping outside the door of Game begging the shopkeeper to sell them a copy early? Hmm..? Thought so. And you two at the back – you can put your hands down now, it wasn't an offer for free games.

Unfortunately, if we were to do a similar poll for *Dr Muto* a couple of months down the line we'd expect the same response. It shares some similar traits. First, it could be described as 'high concept', in that it attempts to bring an original twist to an established game style. In *Haven* it was free-roaming multi-vehicular activity tacked on to regular third-person adventuring, and in *Muto* it's morphing.

Second, it's a new direction for Midway, away from its more traditional arcade-based roots. And third, it's got an instantly dislikeable central character. Just wait until you see Dr Muto waddle about like a duck with BSE, chattering to himself inanely in faux-mad professor speak. You'll want to break his teeth with a sharpened mallet.

We'd better explain... Social inadequate Dr Muto has inadvertently blown up the world with a crackpot invention. Ho-frikkin'-hum. Rather than spend the rest of his life on a rock with a camp computer called Al and a beast of a butler, he decides to set about rebuilding it. Bits of the planet are spread out over four different themed worlds, each with their own puzzles, end of level bosses and individual native creatures. And off he waddles.

Into this slots the doctor's ability to morph into different forms, once he's culled enough of the relevant DNA threads through his 'Splizz' – an extravagant taser gun. Here's how it works. Different forms help the doctor do things that his human shape wouldn't afford him; as a

INSIGHT

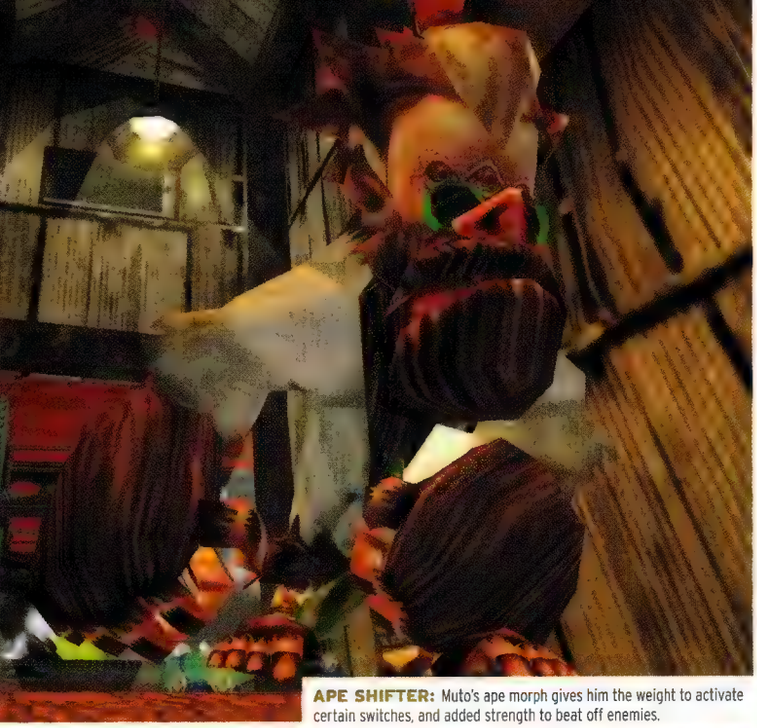
"Doctor Doctor I feel like biscuits!"
"What, you mean those square ones?"
"Yes!"
"The ones you put butter on?"
"Yes!"
"Oh. You're. Crackers."

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Midway
- **PUBLISHER** Midway
- **GAME TYPE** Platformer
- **PRICE** £39.99
- **ESSENTIALS** 1 Player, DualShock 2, Memory Card

DETAILS

- Four themed planets to explore.
- Morph into one of six different animals to access new areas and defeat bosses.
- Mixture of 2D and 3D gameplay.
- R3 toggles between the third- and first-person views.



APE SHIFTER: Muto's ape morph gives him the weight to activate certain switches, and added strength to beat off enemies.

spider Muto can climb walls and webs, as a gorilla he has more strength, but becomes less mobile. As a mouse he can get in small spaces, and as a fish he can swim underwater.

This part of the game is actually very well executed and provides some interesting perspectives on the gaudily designed planets. We also found a tactical use for the morphs, particularly in boss encounters, switching between forms using each to our advantage.

As a gaming innovation per se it's less effective. It's not *Jak & Daxter*'s lively free-roaming gorgeousness and it's certainly not *Ratchet & Clank*'s ingenious weapons and superior visuals. Mainly because it makes for linear progression – you're forced to morph to progress instead of doing it when you fancy. Instead of widening the gameplay possibilities, it narrows them. Here's an example. You need to find a way through a locked door, which is operated by a hidden switch. You check what morphs are available to you. Ah. It's the mouse. Oh, and what a surprise, there's a small mouse-sized crack in the wall with a big arrow over it... It would have been better if the morphs offered alternative routes through levels as opposed to being the only way through.

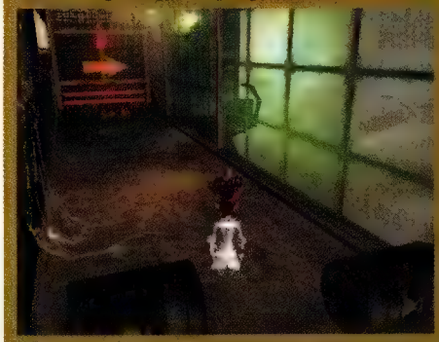
Drawing a further comparison with *Haven*, *Dr Muto* is neither incompetently made or, indeed, broken. It's a perfectly adequate platformer. And there are bits we quite liked – picking up the hapless Gomers (the bottom of the *Muto* world food chain) with the Splizz, listening to them squeal for a bit and then lobbing them at a wall, was initially entertaining. Elsewhere the spider morph's poo bombs complete with wet fart squelch noise were mildly offensive.

The problem is, it's come four months after *Ratchet & Clank* and over a year since *Jak & Daxter* – both significantly better than *Dr Muto* in all respects. Which is why, at 9am on Friday 7th March, we don't anticipate anyone queuing right down the High Street, crisp tenners in hand, to make sure they get the first copies. A debut at number 32 in the charts beckons... **PSM2**

It's morphing on to shelves in March.

RED MORPH

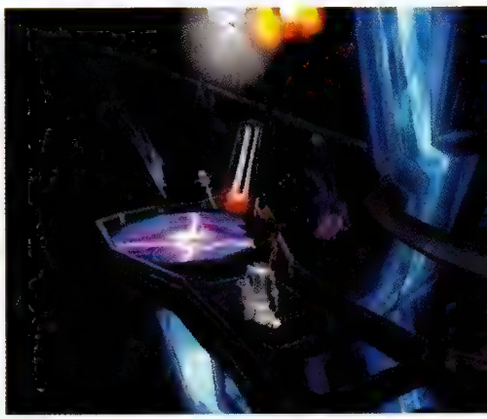
One of the better morphs is the spider form, mainly because of the way it shifts the perspective of the environments. Here, Muto is having a struggle navigating some barrels – switch to the spider form and you can cling to the walls.



SWEET BARREL LINE: Muto's not having too much luck negotiating these pesky radioactive barrels. What to do?

WEBBY HARRY: Ah na... unleash Muto Spider and climb the nearby webbing to dodge them easier. Very clever.

LIGHTNING THE LOAD: The Splizz gun can be used to extract DNA from different creatures or just to blow them up.



ELECTRIC BEAMS: Our quacking hero has a penchant for electricity. He's rubbish at using it though.

"IT'S COME FOUR MONTHS AFTER R&C, AND OVER A YEAR SINCE J&D – BOTH BETTER THAN DR MUTO IN ALL RESPECTS"

GOMER SIMPSON: You can pick up the little Gomers – dumb and stupid worker creatures – and use them as projectile weapons.

NEON BRITTAN: A blocked door. Must be a switch somewhere, then.

MEDIC'S CHOICE

1. **RATCHET & CLANK** A huge array of planets to visit and a further tightened J&D graphics engine.
2. **JAK & DAXTER** Just pipped to the post by R&C, but not a bad purchase in any respect. Massive, enthralling and fun.
3. **DR MUTO** A valid attempt, but a large step behind its more illustrious, ground-breaking cousins above.

PSM2 VERDICT

GAMEPLAY
+ Accomplished platforming but no pizzazz.
– Morphing gimmick soon loses its novelty value.

GRAPHICS
+ Some very impressive character animation.
– You'll occasionally die because of the camera.

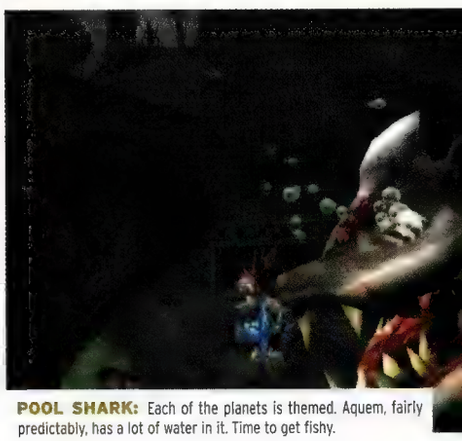
SOUND
+ Specially created effects are spot on.
– The Doctor's voice. Why, oh why, oh why...

LIFESPAN
+ Should take a good 12 to 14 hours to finish
– Switch-based puzzling soon becomes over familiar.

OVERALL
Not a total waste of time, but we wish Midway could come up with a truly original idea. We can't imagine seeing *Dr Muto 2* any time soon.

59

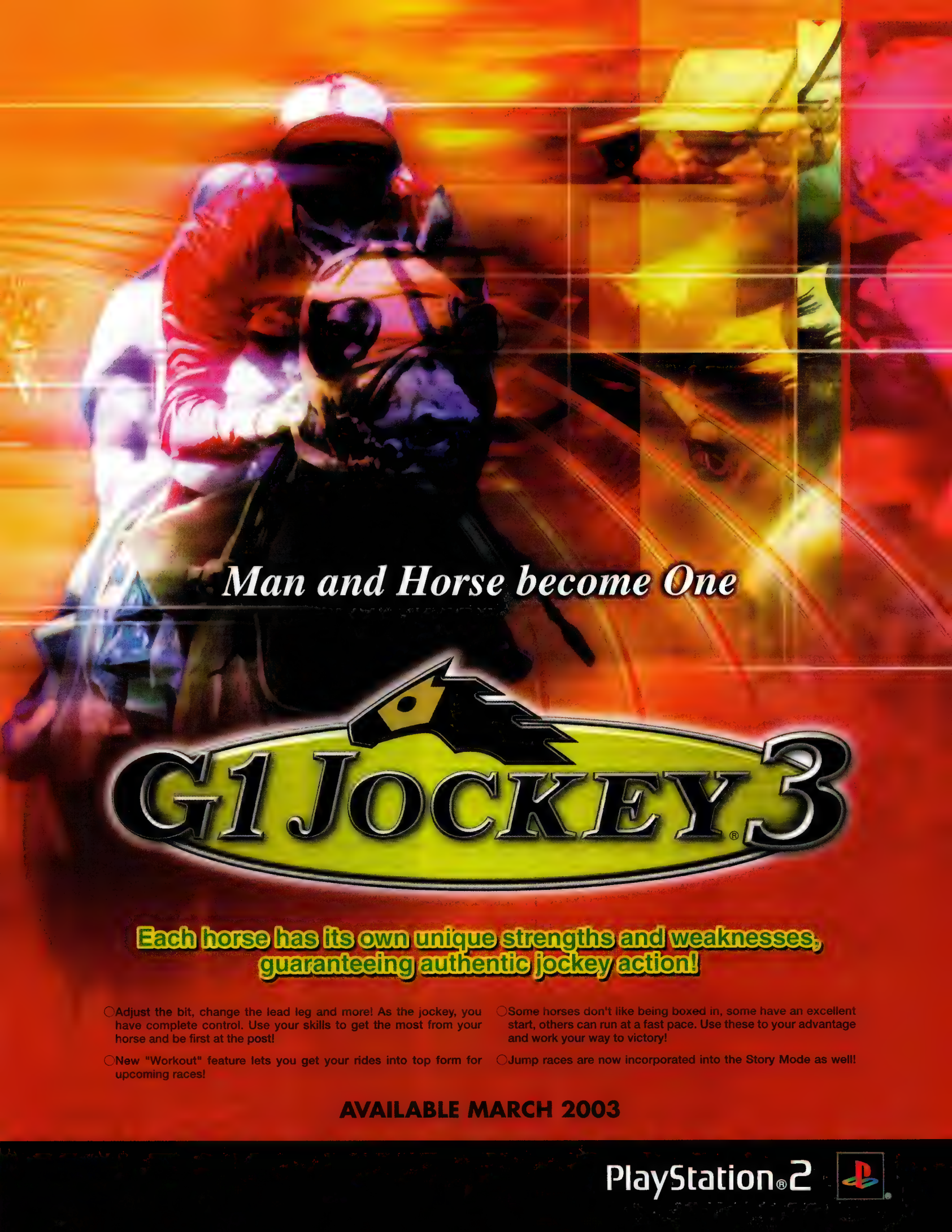
BED-RIDDEN



POOL SHARK: Each of the planets is themed. Aquem, fairly predictably, has a lot of water in it. Time to get fishy.

KOEI
Major Society
Cut Through Pack
Workout
Effect
Medium
Target Info
Cut through the pack and take a 2-length lead.
M.Harrison
Use Major Society's acceleration to cut through the pack. You won't be able to do this without sufficient speed. Don't worry about the clock. Just make sure to get ahead of the other horses. However, don't knock
2: Fallowfield Driver
Replay
Replay
GO!
7th
12th

G1 JOCKEY and the KOEI logo are trademarks of KOEI Co., Ltd. © 2003 KOEI Co., Ltd. All rights reserved.
"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.



Each horse has its own unique strengths and weaknesses, guaranteeing authentic jockey action!

- Adjust the bit, change the lead leg and more! As the jockey, you have complete control. Use your skills to get the most from your horse and be first at the post!
- New "Workout" feature lets you get your rides into top form for upcoming races!
- Some horses don't like being boxed in, some have an excellent start, others can run at a fast pace. Use these to your advantage and work your way to victory!
- Jump races are now incorporated into the Story Mode as well!

AVAILABLE MARCH 2003

PlayStation®2

The bosses might all look alike, but at least the backgrounds are diverse....

OUT UK 28TH MARCH

PAC-MAN WORLD 2

Awwight smiler? So, where the hell have you been hiding yourself then?

Jonnie Bryant

Shockingly, it's been a year since we last played the yellow spheroid with more gob than Leslie Ash. Even then, back in issue #23, everything looked tidy and finished, so why's it taken this long for *PMW2* to finally see the light of day in the UK

As far as we can tell it's the result of Sony not wanting to detract attention from *Ratchet & Clank* and *Sly Cooper* over the Christmas period. backwards step. Admittedly, power pills still allow you to chomp ghosts, Pac symbols boost your health and Namco tokens give you a chance to play the arcade originals. But collections of melons, another head full of cherries? It's all just so much rotten fruit.

Marry this motivational dampener with that curse of all second-rate platformers – the shakey cam – and you're looking at just enough unwarranted deaths to cause a haemorrhage of joy. Strangely, though, it's still not enough to stop you playing. Regardless of the flaws above, and the 'my first boss battle' hint system, it still manages to compel you to keep battering away.

Enter the B-doing Woods and the sudden shift from platforms to heel kicking trampets spruces up the action with a new skew to the physics. Not only that, but each challenge is accompanied by another novel use of the basic moves. You can stick to the obvious path, or hunt out the rarer pick-ups or maze opening specials, where the difficulty level will quickly ramp up.

So, it's not an altogether a jaundiced take on our oldest friend. Fact is, though, if Pac doesn't get his act together against the *Ratchets* of this world, he's in danger of becoming little more than a fond memory accessed via your mobile. PSM2

"THE GAME STILL MANAGES TO COMPEL YOU TO KEEP BATTERING AWAY"

Hence, *Ape Escape 2* pushed back to January and now *Pac-Man* traipsing in a poor fourth this Feb. And rightly so, we think, as all the other three are way better than what's on offer here.

Part of the problem comes from the traditional transmutation of fruit into points. No, stick with us on this one, we *are* heading somewhere. With recent titles like *Jack & Daxter* the whole pick-up principle has been rethought, as the stuff you grab alters the way you play. To then return to a system that simply exchanges 'stuff' for a nebulous concept of 'points' feels like a

PAC-MAN WORLD 2: Hit the trees and suddenly everything shoots upwards, thanks to these trampets.

INSIGHT

- Pac-Man was the first game character ever created. Myth has it that Toru Iwatani had a brain storm about the 'look' of his creation after removing a slice from a pizza.
- The first game was released into the arcades back in 1980 and immediately shot to global fame.
- The name Pac-Man itself comes from the Japanese 'pakupaku' which means to open and close one's mouth.

WALLER'S CHOICE

1. **RATCHET & CLANK** The most multilayered platformer to ever appear on a Sony console. Utter, utter brilliance.
2. **JAK & DAXTER** Cheap as two CDs and filled with enough beauty and balanced play to keep you at it for weeks.
3. **PACMAN WORLD 2** As far as grinning yellow blobs go, he's OK but not a scratch on the top two.

PSM2 VERDICT

GAMEPLAY
+ Pac's abilities perfectly reflect whatever style of play you prefer.
- The camera's dense and, at times, takes an age to catch up.

GRAPHICS
Bright and robust as long as the camera's on your side.
The different bosses all look way too similar.

SOUND
+ Unobtrusive melodies to bounce to, plus original sound effects.
- The "Wooooo, wak wak" death sound becomes all too familiar.

LIFESPAN
Dedicated searching to find the minigames on each level.
Can't be arsed about fruit? Then you'll rip through it.

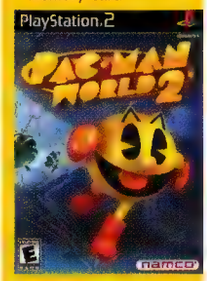
OVERALL
Even with that infectious smile and inner glow, Pac's a yesterday's man stuck in a tutti-frutti world of good, but not great, platforming.

75

PRE PAC-ED

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Namco
- **PUBLISHER** SCEE
- **GAME TYPE** Platformer
- **PRICE** £39.99
- **ESSENTIALS** 1 Player, DualShock 2, Memory Card



DETAILS

- **Five boss battles against Inky, Blinky, Pinky and Clyde – plus a final battle with Spooky.**
- **18 levels.**
- **Four playable versions of the original cabinets.**
- **A minigame hidden away on every level.**

OUT UK 21ST FEBRUARY

SEGA BASS FISHING DUEL

Bass! How low can you go? How about 55%? Is that low enough?

REVIEWER: Daniel Griffiths

Fish. If you were compiling a list of 'comedy animals', then fish – and the countless derivatives thereof – would certainly be top ten. Look at them: All fins and gills. And most can't even breathe air! Therefore, any 21st century PS2 videogame that features 'fish' as its primary focus, PLUS treats said 'fish' with all the importance usually reserved for *Gran Turismo* cars, or all real England team player likenesses – is, at best, severely handicapped and, at worst, hilariously pointless.

Some fish like a few of these 'lures'. Some big fish like to hide in the cool, dark waters beneath piers and promontories. Wind too hard or move the rod too erratically, and your fake fly will be rumbled by the smart lake occupants. Wind too enthusiastically after ensnaring a fish and your line will snap, freeing your fish to – er, swim – another day.

And thus we've got ourselves a videogame. Mix up your lures, explore the different lakes on offer, and try and catch fish. Yes, that's a videogame – albeit a repetitive, occasionally frustratingly random and rather ugly looking one.

"THIS IS THE EXACT RECREATION OF THE 'SPORT' OF MURDERING FISH WITH HOOKS"

But *Sega Bass Fishing Duel* is fixing us with an icy, professional stare. It's not taking any prisoners or pulling any legs. This is pure unadulterated fish – or, more accurately, the exact recreation of the 'sport' of murdering fish with hooks and string.

You'd think that 'taking out' fish with an Uzi or railgun would provide more fun, but *SBFD* thinks not, instead serving up an arsenal of spikey and colourful things to pick, put on the end of your 'string' and throw into the river.

The original *Sega Bass Fishing* (complete with comedy fishing rod controller) on Dreamcast was an excellent game – being bright, colourful and clearly playing for laughs with its over-the-top voiceovers and speedmetal soundtrack. *Fishing Duel* forces all-out realism into your eyes and hands. The textures are murkier, the scenery less detailed, and the lack of a dedicated controller goes some way to gutting the game of its one unique selling point.

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Sega
- **PUBLISHER** Acclaim
- **GAME TYPE** Fishing sim
- **PRICE** £39.99
- **ESSENTIALS** 1-2 Players, DualShock 2, Memory Card

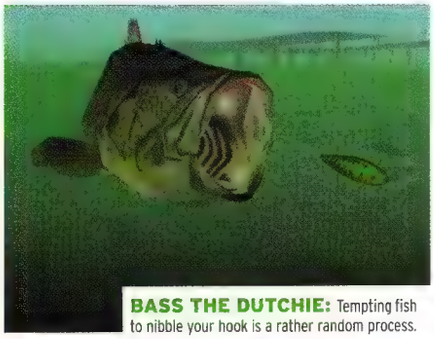
DETAILS

- Six different lakes to explore in your little motorboat, each riddled with hiding places for fish.
- Four different fisherman guises to lurk behind. None of which actually look like you or anyone you know.
- Countless different types of precisely modelled fish and 'authentic' lures.

INSIGHT

Fishing was formerly the most popular leisure activity in Britain, according to a survey carried out in 1990 by the British Angling Association. We suspect that since then the sport's popularity may have been surpassed by activities such as 'going to the cinema' or 'playing videogames'...

BASS LURE-MAN: Choose your bloke, choose your lure, and catch... a 'Crappie' fish. Jesus, if you're going to be like that...



BASS THE DUTCHIE: Tempting fish to nibble your hook is a rather random process.

KISS MY BASS: Now you and a fellow fisherman can fish together in a joint 'fish off'.

Yes, you can now play against a rival fisherbloke simultaneously. There's great variety in the locales, lures and beasts on offer, but it's all rather samey. The major let down are the fish – compared to *SBF*'s cast of cheerful screen-hogging show-offs, this lot act like they've been caught once too often and have decided that they don't want to play anymore.

Fishing games, then. Hilarious, massively original entertainment when done properly – and a little too much like actually being stood in a lake with freezing water seeping over the edge of your waders when they're not. **PSM2**

Sega Bass Fishing Duel will be out on the 21st. Watch out for the stampede.

CAPTAIN BIRDSEYE'S CHOICE

1. **SEGA BASS FISHING** Even grungier looking but strangely more vivid and charming.
2. **SEGA BASS DUEL** Minus the big laughs and looks of the original you've got a 'shallow' fishing game. Geddit?
3. **LAKEMASTERS EX** Easily the ugliest version - actually has fish that don't want to get caught.

PSM2 VERDICT

GAMEPLAY
+ Lots of potential for experimentation.
- Catch a fish and don't let your line snap. Repeat.

GRAPHICS
+ Bland and unappealing at best. The fish are quite *nice*.
- Nowhere near as good as the two-year-old Dreamcast original.

SOUND
+ Sufficiently awful music and 'plopping' sounds.
- Lacking the exciting music and spot effects of the original.

LIFESPAN
+ Sussing and finally catching all the fish will take an age.
- You'll want to play another game by about your fifth fish.

OVERALL
Sega's original was a triumph of gameplay over content. Sega think that making it more authentic is the right way to go. They are wrong.

55

FISHING

OUT UK 21ST FEBRUARY

ATV QUAD POWER RACING 2

QUAD ALMIGHTY: You get a shimmery effect around the bike when you're boosting. How original.

Big tyres and egos. It can only be a sport solely for hicks and MultiTap owners.

REVIEWER: Alex Cooke

Perhaps it's a testimony of mankind's innate desire to compete. The drive that pushes us to pit ourselves against the forces of nature, testing both man and machine to the very limits of endurance. It's either that or the boredom of a bucolic lifestyle, but something turned previously sensibly-sheep-feeding-quad-riding-hill-farmers into octane inhaling loons who think nothing of taking their ATVs on a jaunt from Paris to Dakar without so much as a hamper full of champers.

Whatever the cause of this muddy idiocy, quad games – like their cousins, snowmobiles and motocross titles – offer a good excuse for high tempo, rough and ready off-road fun with an emphasis on entertainment instead of realism. And that's what *Quad Power Racing* supplies: the same kind of physics lite, throttled taped-down,

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Climax Studios
- **PUBLISHER** Acclaim
- **GAME TYPE** Stunt Racing
- **PRICE** £39.99
- **ESSENTIALS** DualShock 2, Memory Card, 1-2 Players

DETAILS

- 24 riders, including ten real-life riders from the ATV world.
- 11 bikes.
- 14 of the usual assortment of tracks.
- 16 challenges.

ATV QUAD POWER RACING 2

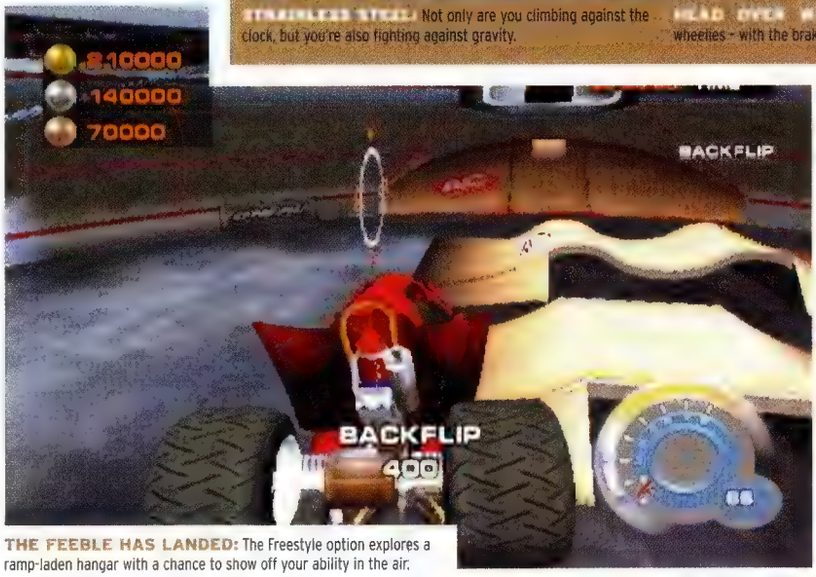
"SHEEP-FEEDING-QUAD-RIDING-HILL-FARMERS"

IMPACT POINT

DIRT-ICAL LIMIT: Doing tricks gets you boost - but you'll probably do yourself a clattering mid-race injury.

helmets out racing that we've all seen many times before with just a thin, oh so thin, veneer of improvements.

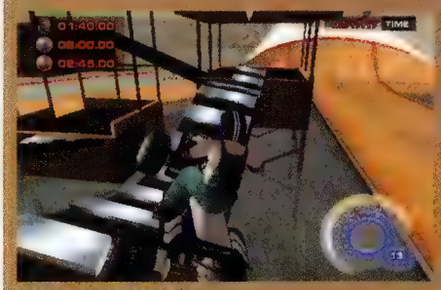
The Arcade, Single Race and Career modes all comprise of six racers all tearing around the usual assortment of sand, snow and woodland tracks, bumping balloon tyres and throwing in the kind of pointless stunts that these type of games always include. Of course that means there also has to be some kind of a tenuous reason why anyone should bother risking their chequered flag placing to pull off a Can-Can with a Backflip, and this time these tricky moves build up a performance-enhancing turbo bar and adds to your character's development. The more races you win, the more drivers you deck and the better moves you throw, the faster bikes and larger stunts are revealed.



THE FEEBLE HAS LANDED: The Freestyle option explores a ramp-laden hangar with a chance to show off your ability in the air.

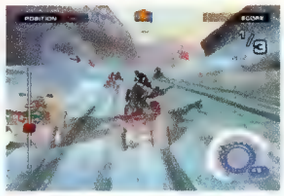
TOWER RECORDS

Drag yourself away from the relentless racing of the Arcade or Career mode, and the 16 gems of the Challenge section offer themselves like glittering, well... *gems*. Like a four-wheeled version of Kickstart, they each test the close control of the machine as you master some precise climbs, a few slippery descents and show the length of your wheelie.

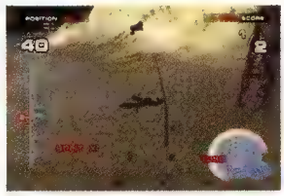


STAINLESS STEEL: Not only are you climbing against the clock, but you're also fighting against gravity.

HEAD OVER WHEELS: Stoppies are the opposite of wheelies - with the brakes being used to balance the bike.



WINTER OF DISCONTENT: Weather makes little difference in the handling.



COLOUR CRASH: Only a solid jolt is enough to dislodge your rider from his mount.

"AN ENJOYABLE AND CONVENTIONAL RENTAL BUT A LIMITED PURCHASE"

In between these front teeth-splintering stunts, the 16 courses use the standard selection of checkpoints and limited shortcuts to somewhat artificially limit these All Terrain Vehicles to the middle of the straight and, quite often, narrow tracks. Finally, add in the competitor-clearing sideways kick and the now standard 'extreme sports' nu-metal soundtrack and in *ATV2* polished orthodoxy reigns supreme.

Inspiration might be thin on the ground but below the surface, all of the details are in place. The balance and handling of the bike is neatly controlled with the left stick and the game engine rattles along smoothly enough providing a solid framerate even in the two-player mode. The options are also plentiful, ranging from the mundane tutorial to the quietly addictive but short-lived Challenge mode.

However it isn't the depth of solo options that most kart style racers are judged by, it's the multiplayer modes – perhaps *ATV2's* greatest failing. Sure the chance to enjoy a whole championship against a mate is a good one but the fact you can't go head to head with a quad of players destroys the novelty of kart games and leaves *ATV2* an enjoyable and conventional rental but a limited purchase. **PSM2**

ATV Quad Power Racing 2 is raring on a shelf in games stores right now.

INSIGHT

To make good in the deranged world of quad bike racing you need to start young. Just £899 will by a 50cc two stroke ATV, perfect for a nephew or niece. Running on unleaded fuel, it would make the perfect birthday present for them to ride around the living room on.

KNOWING ME, KNOWING WHO: Ten of the riders are real individuals from the ATV world. Not that it matters though.

SEE SCANTY: Flimsy swimsuits - not the best for graze-free knees.

MUDDY WATER'S CHOICE

1. **NFS: HOT PURSUIT 2** Bountiful cop chases and supreme races in this varied, infinitely quick resurrection of a once lame series.
2. **SMUGGLER'S RUN 2** An errant off-roader with great go-anywhere freedom but a short lifespan.
3. **ATV QUAD POWER RACING 2** A solid yet undemanding retread of some familiar kart racing.

PSM2 VERDICT

GAMEPLAY
+ Quick, tight, close off-road racing with a few added extras.
- Familiar, formulaic and just a little bit tired.

GRAPHICS
+ The whole world rattles by quickly and smoothy enough.
- Sparse and spartan backgrounds with relatively little detail.

SOUND
+ The engine's high whine is convincingly two stroke.
- Blandness thrives with the standard 'Extreme' soundtrack.

LIFESPAN
+ Modes abound and unlocking everything will take time.
- No four player action and little variety in the main game.

OVERALL
Solid and reliable – good qualities in a dog, but we hope for more originality in a game. A fine effort, but similar to many older racers.

68

FILTHY

COURSE LANGUAGE: With only an erratic arrow guiding the way, learning the almost shortcut-free courses is essential.

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Magical Company
- **PUBLISHER** Midas
- **GAME TYPE** Tennis
- **PRICE** £39.99
- **ESSENTIALS** 1-4 Players, DualShock 2, Memory Card

DETAILS

- Two play modes: World Tour and Exhibition.
- Minigames including Alphabet tennis where you have to form 'words'.
- Hard, grass, clay and carpet courts.
- 14 characters, plus four unlockables.

OUT UK now

CENTRE COURT: HARD HITTER 2

It's another stinking British winter – so it's got to be time for some sunny tennis! Er, right?

REVIEWER: Tim Weaver

Some of you may be wondering where the original *Hard Hitter* might have retired itself to. unfortunately we can't help you out. We've done some research and it's not mentioned *anywhere* at all, suggesting it's clinging on to some bargain bin somewhere. If you're also trying to decide what this could possibly offer over the recently released *Virtua Tennis 2*, let us set your mind at rest: nothing. This is so far behind Sega's offering, it's more Barry Cowan than Tim Henman – though, oddly, for a game that's as unforgivably flawed and clunky as this, *Hard Hitter 2* still manages to deliver a few hours worth of OK entertainment.

Its best moments, surprisingly, come, not in its World Tour or Exhibition modes (which are the options you're supposed to spend most time with), but with its minigames – throwaway extras that prove infinitely more enjoyable. Sure, they're just a rip-off of some similar ideas in *Virtua Tennis*, but Alphabet Tennis, where you have to form words by hitting massive tin cans (of course!), and Shooting Tennis, where you score points for clocking balloons – have an edge-of-the-seat quality that the main game just can't match. Throw in a third option, the three player Team Tennis, and you've got probably the most exciting and challenging bit of the game.

See, the World Tour and Exhibition modes get to become a hassle fairly early on. You, as the foreground player, are simply too big, and you're excruciatingly slow, too, making picking up shots and reacting a combination of luck and suspect collision detection. You can accept that you're not going to reach every return, but you can't accept that those returns disappear behind your Rik Waller-like body mass so you can't see them properly, or fizz away before the left analogue has even registered with your on screen player.

An added problem is that when the ball goes high, all you've got to tell you where it's headed is an inaccurate shadow. It's not uncommon to head for the centre of the court, following the shadow made by the lobbed up ball, only to find it dropping down behind you. Toss in the fact that ⓡ pretty much appears to do a bit of everything – and generally provides guaranteed point-winning shots – and you've got a sluggish, incredibly basic, thoroughly linear tennis sim.

Which isn't to say it's a complete disaster, but the likelihood is, if you're a tennis fan, *Virtua Tennis 2* will fulfil all your needs. And if you're not, *Hard Hitter 2* won't convert you. PSM2

Hard Hitter 2's in the shops now.

INSIGHT

Hard Hitter 2's claim to fame is its 'bump court mapping', which allows coders to create textured court surfaces. Interesting stuff. Sort of.

"IT STILL MANAGES TO DELIVER A FEW HOURS WORTH OF OK ENTERTAINMENT"

LEYTON'S CHOICE

1. **VIRTUA TENNIS 2** The ultimate tennis sim, converted from the arcade game and made even better.
2. **ANNA KOURNIKOVA SMASH COURT TENNIS** Still a quality performer, despite looking old.
3. **CENTRE COURT: HARD HITTER 2** Too many faults to consider buying, although the minigames provide some fun.

PSM2 VERDICT

GAMEPLAY
+ Some cracking shots to discover... if you're willing to dig deep.
- Oversized players, slow movement and unresponsive controls.

GRAPHICS
+ Really arcadey, with big, chunky competitors and gaudy courts.
- Some niggly collision detection makes for annoying returning.

SOUND
+ The very many blings and poings of racket against ball.
- "True art form in a fleeting moment!" Terrible commentary.

LIFESPAN
+ The minigames provide some enjoyable play time.
- The rest of the game, generally, doesn't.

OVERALL
Underwhelming and flawed, *Hard Hitter 2* is disappointing rather than offensive. Because it could have been a decent game.

62

CLAY GOODBYE

NETTING AN EARFUL: Point-scoring shots illicit a blink-and-you'll-miss-it cutscene where your chosen player celebrates in style.

CAN DARE: Spell out the words and you'll find yourself in the next stage. Not exactly rocket science, but probably the best bit.

FOUR-TUNE FAVOURS THE BRAVE: Inevitably, the game becomes a little more palatable during multiplayer games.

OUT UK now

SHREK SUPER PARTY

They think it's all ogre... but there's six hours to go.

Just in time for the film, eh? Look – it's not as if you're going to buy *Shrek Super Party*. It's an "Ooh, Billy liked that film, and look! It's a fully interactive board game!" type of game, the sort of thing that well-meaning old relatives will buy and scampering young relatives force you to play. But let's not hold that against it, eh?

Statistics: of the 30 minigames on offer, three demand repeated gos, three are so technically inept and arbitrary that you'll drift into a gentle coma before the time runs out, four are laughably easy to trounce the computer at, and the rest offer just enough challenge to keep you from thinking about what's for tea. As a rule of thumb, anything involving 3D is dreadful, things ripped off simplistic computer games are good, and anything else is decent-ish. Castle Crumble – a co-operative battle version of brick-ricochet classic *Arkanoid* – is good; Glider Pilots is bad. *Tetris*-lite copy Brick Blast is good; Hungry Hippos-ish Fly Candy is... about as much fun as Hungry Hippos. Everything looks the part – that, at least, we can say – with super-deformed versions of Donkey and Monsieur Hood lobbing milk bottles at each other in suitably cute style. Sound? Well, the talking mirror's pretty good, but if you're expecting Mike Myers and John Lithgow, PSM2's got an invisible bridge we're selling cheap.

So – it's not as bad as all that, then. The central board game's a rule-bogged nightmare that takes slightly longer than an average Monopoly session, but it's a decent linking point for a series that you'd quite happily trot through with friends or family. **PSM2**

Well, it's out now, obviously.

SHREK 'N' NECK: The race levels tend to be a bit random, what with objects flying all over the place all the time.

INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE
- PRICE

PlayStation 2

DETAILS
- 30 minigames.

OVERALL
How much you'll enjoy it seems to vary in proportion to how many people are playing and how much you've drunk. Pass the vodka, gran.

58

DONKEY

CHICK DASTARDLY: Baby hens slow you down, but the eggs nearest hatching're worth the most points. Tricky.

FRUIT FORCE: Notice Thelonius, the executioner - not really a central character, is he? And no, his voice isn't in it either.

OUT UK now

ISLAND EXTREME STUNTS

Life in plastic... it's fantastic. As long as no-one's severed your brake cables...

Ten minutes into *Island Extreme*, and we've already pulled several dangerous ramp leaps on a motorbike, smirked at an irreverent radio DJ, chatted to half a dozen people and stolen a police car. Why, it's almost like *GTA*, but with Lego. Except without the drugs and prostitution, natch.

The pitch: you're Pepper, the best Lego stuntman in the whole Lego world, taking part in a film made by a little beardy Lego Spielberg. Unfortunately, there's an evil Lego stuntman trying to sabotage the shoot, and he's your co-star. Cue a series of 'Extreme' minigames where you compete against him, from car chases to sky-surfing. No scene's especially impressive, but the game engines are fairly solid and forgiving.

Then there's the main game, where you just wander about the island, looking for stuff to do. Pass your driving test at the police station, and you'll be able to use cars. Stroll over to the doctors, and you can change your face with plastic (see?) surgery. There's a radio station, a skatepark, hundreds of bricks and cards to bounce after in miniature platforming sections, lots of (non-patronising) Lego people to do sub-missions for, even a decent smattering of faux-Oasis on the radio. The 'investigation' isn't that complex, but this kind of non-linear gameplay's perfect for children with no attention span. Of course, we immediately tried to run people over and drown Pepper in the party house's jacuzzi – neither works – but that's probably just us. **PSM2**

Already in the shops right now.

WAYNE JET-SKI: Even the water effects aren't that bad. And it's got all the real toys in it, apparently.

INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE
- PRICE

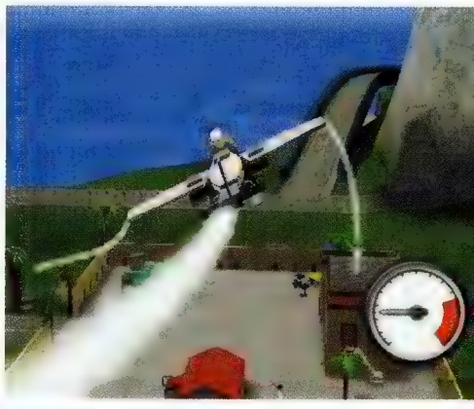
PlayStation 2

DETAILS
- Five stunt games.
- Over 25 challenges.
- Arcade and multiplayer modes.
- Skate park.
- 14 Lego vehicles.

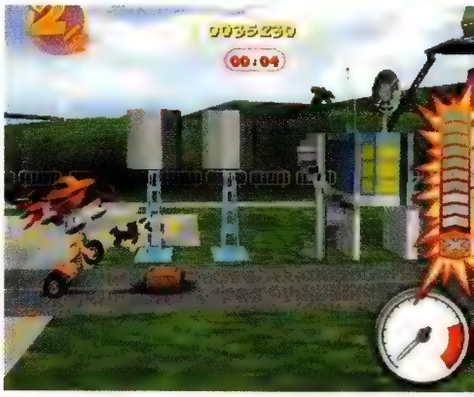
OVERALL
Finally – a game that's both For Children and Pretty Good. There's no reason you'd buy it for yourself, but don't hate EA for publishing it.

65

BRICKING IT



CHANGING PLANES: Get far enough, and you'll be able to pilot a little brick jet around the island, like the stuntman you are.



BIKE IT LIKE THAT: The 2D-style bike race is probably the trickiest level, mainly because Brickster rarely falls off.

IMPORT REVIEWS

THE ESSENTIAL **PSM2** VERDICT ON EVERY NEW RELEASE

OUT US NOW OUT UK 28TH MARCH

DEVIL MAY

"THE ORIGINAL DEVIL MAY CRY SET THE STANDARD, BUT IT ALSO PROVES

CRY 2

TO BE A VERY TOUGH ACT TO FOLLOW"

You may indeed cry, holler and gnash your teeth. Fact is, this isn't as good as the original... Sorry.

Eric Bratcher (PSM US)

INFO

- **CODE TESTED** NTSC (US)
- **DEVELOPER** Capcom
- **PUBLISHER** Capcom
- **GAME TYPE** Third-person Action Adventure
- **PRICE** $49.99
- **EXTRAS** 1 Player, Memory Card, DualShock 2

DETAILS

- Two discs, one where you play as Dante, one where you play as lady Lucia. Dante's 18 missions are notably harder than those of his companion.
- Two difficulty settings to unlock: Hard and Dante (Lucia) Must Die.
- The bonus of fresh playable characters and new costumes if you complete the game.

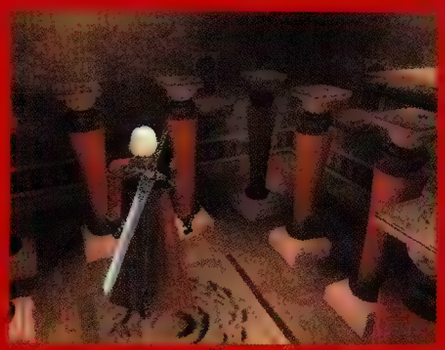
With its bad-ass blend of style, attitude, and rock solid – if a *little* brief – gameplay, the original *Devil May Cry*, released in December 2001, set the standard by which this console generation's 3D action games are judged. Unfortunately, it also proves to be a very tough act to follow. *Devil May Cry 2* is a perfectly competent game, but it falls notably short of the original brilliance.

Of course there's still plenty of fun to be had despite this, though. Dante slashes up the devilish hordes with as much brutal grace as he did before, and scarlet-haired newcomer Lucia wreaks similar havoc, but does it wearing hip-huggers. The controls are tight and responsive, and the enemy designs are impressive (although we'd prefer more variety, rather than a few simple changes in colour). More importantly, it's also bigger than before, with both Dante and Lucia taking different routes through the main game.

In a similar vein to *Resident Evil 2* on PSone, each character has their own disc and, while locations don't differ drastically – Dante's hangar level is on fire, for instance, and Lucia's isn't – the location of secret rooms, weapons and Hearts all get rejigged. Also in there to up the ante on the replay stakes are two unlockable difficulty settings (and some awesome bonuses for completing them), plus the Bloody Palace: an optional dungeon with literally thousands of rooms – see Finish-o Pair over the page.

All sounds on course for another 90+, right? Problem is, once you actually begin playing, it becomes evident that *DMC2* simply lacks the style and flair that so defined the first game. For instance, *DMC*'s opening cinema was unforgettable, but the sequel's provides little motivation and introduces a storyline that is both poorly told and kind of meaningless. Dante is a monosyllabic shadow of *DMC*'s wisecracking, Bruce Campbell-style devil hunter, and Lucia is a total joy leech, spending most of the game moping her way through an identity crisis.

There are too few new moves as well, leaving the characters feeling discouragingly similar in ▶



Once you've picked up the Aerial Heart you can easily avoid elaborate acrobatics by hovering to your destination

"IT'S A PERFECTLY COMPETENT GAME, BUT IT FALLS NOTABLY SHORT OF THE ORIGINAL BRILLIANCE"

INSIGHT

- At E3 2001, *DMC* creator Shinji Mikami demonstrated Dante's coolest attack by pretending to shoot an imaginary enemy, lifting him up and finishing with a majestic sweep. At ECTS 2002, we asked *DMC2* producer Tsuyoshi Tanaka to mime Dante's new move. He sat quietly for 30 seconds, before jumping up, twirling his arms around and pretending to dive bomb the floor, shouting "bap-a-bap-a-bap". Well, it was his last interview of the day.

DISC GO INFERNOS

The two discs cover different routes, but they're not as divergent as we'd hoped. Weapon types and locations change as you play, but you keep running into each other during cutscenes, which only adds to the feeling that Dante and Lucia are covering the same ground.

MOTH OF KARN: Dante encounters Noctpteran and her larvae spawn in missions 10...

FLUTTER CLIP ...whereas Lucia, in her *DMC2*-lite version, has the pleasure in mission 6.

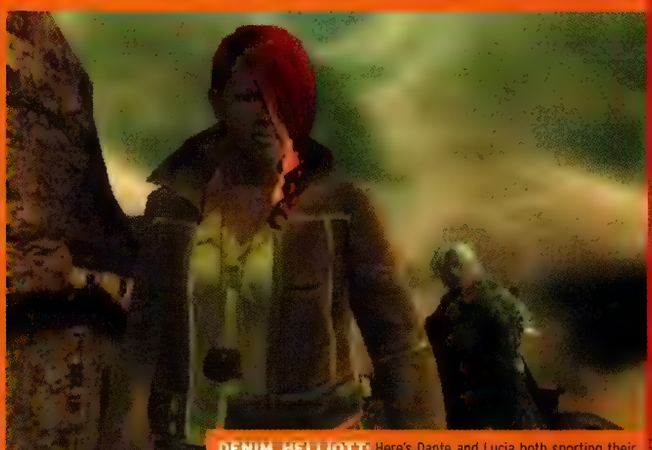
IMPACT POINT

The addition of the amulet swap system adds some extra flavour to the fine tuning elements of the game, as does the inclusion of separate weapon types for Dante and Lucia. Thing is, you have to get a long way in before you get hold of gems like the Vendetta.

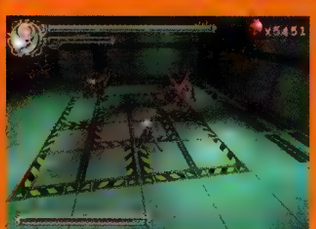
HEY BONER: Complete the game once, unlock the Hard mode, and the Agnoutims will up the ante by using more spinning attacks.

FINISH-O PAIR

We mentioned *Resident Evil 2* before and, like that two-disc masterpiece of survival horror, you really feel like you're getting you money's worth here. Complete both games and there's a load of extra stuff you can get involved with after the credits have rolled. New clothes, old faces to play as, and an extra Heart that slows down time.



DENIM HELLIOTT: Here's Dante and Lucia both sporting their new costumes designed for them by the fashion gurus at Diesel.



ROOM WITH A HEW: The Bloody Palace is unlocked if you finish on the Dante Must Die setting.

OLD GIRL WETWORK: Beat the game in Hard mode, and Trish has a crack at the missions.

▶ action. You could argue that Lucia is slightly tuned towards close-combat while Dante is better at the ranged attacks, but the difference is about animation rather than actual feel. Saying that, Lucia does have one better move than her companion in which she flips into a handstand after landing a jump and then circle kicks all those around her – great for clearing crowds. But it doesn't detract from the fact that the rest of her moves are just slight variations on Dante's: he shoots guns, she throws knives; his devil form is black, hers is white. Her physical attacks vary slightly, but she still feels more like a Dante wannabe than a distinct character.

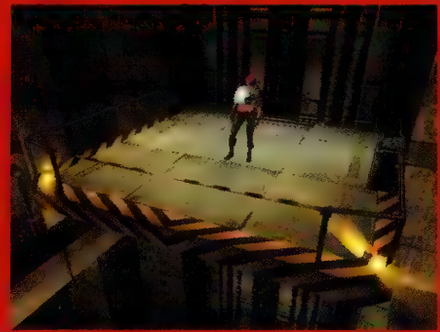
INSIGHT

One of Dante's alternate skins is Trish from the original game. But it's not just the player that'll be swapping genders – the sex swap theme continues right up to the final frame...

The lock-on system is another point of contention. During combat it has a tendency to target the enemy directly in front of you with there being no guarantee that it will be nearest. As such, you can find yourself pointing guns/knives at something 15 feet away rather than at the monstrosity that's currently smacking you in the head from behind. It's a frustration compounded by the realisation that it's now really tricky to perform Dante's signature upper-cut/pistol move. Launch an enemy into the air with a stroke and the lock-on will immediately re-target to another enemy on the ground, meaning the only time you'll effectively pull the move off is with the last ghoul in a pack.

Some good news does arrive with the amulet swap system that replaces the old mechanic of weapons opening up new devil forms. The three

Devil Mode's - combined with the power of the Hearts - is the most effective way of dishing out mass destruction dead fast.



All a bit more industrial than the last game, as both heroes get to visit an aircraft hangar as well as a tram station.

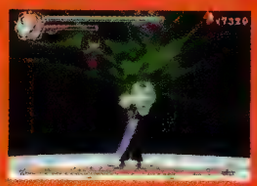
HEAVY MENTAL

The bosses appear in a different sequence depending upon who you play – Lucia, for example, gets to fight an underwater creature called Tateobesu in Mission 7, while Dante manages to avoid the encounter. For the most part, though, the tactics needed to defeat them doesn't change greatly, although they *do* all feature multiple factors to the way you take them down.

UNSTABLE TRIARY: Lucia's first major nasty is Tartarussian.

DEBT THRILLER: Mission 3 has Dante facing off against Orangguerra.

OCTOPUS' NAME 'UM: Lucia destroys Jokatgulm piece by piece.



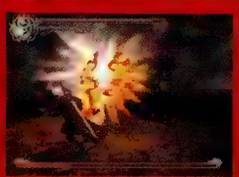
FACE STUDY: Trismagia's heads all take different degrees of damage.

HEAT-UM-UP: Your Flame Heart is the most effective on Furiataurus.

KING AND DIE: Arius turns up in at least two guises during Dante's story.

Preforming Dante's uppercut is now a lot harder, thanks to an overly aggressive lock-on system.

Hold off on levelling up your weapons until you've found a favourite.



From skeletons to possessed helicopters you'll find enough hellspawn to keep you chopping away for days, even before you take on the multilayered bosses in duels to the death.

"THERE'S NO DOUBTING THIS IS A GOOD GAME; IT'S JUST NOT THE GROUND-BREAKING EXPERIENCE ITS PREDECESSOR WAS – BUT THEN AGAIN, WHAT IS?"

slots in the amulet allow you to mix and match all nine of the game's Heart abilities once you've located them, effectively customising the amulet for the predicament you're currently in. So you could have Lightning in slot one, Quickness in two and Healing in three – one offensive, one handy for timed puzzles and one defensive. However, as with just about everything else in *DMC2*, there's a price you have to pay – the actual interface is buried under too many menu layers. You can literally change from stereo to mono faster than you can swap Hearts in the amulet.

It's hard not to sound overly critical of *DMC2*, but we were really not-so-secretly hoping for so much more. In the big picture, though, there's no doubting that this *is* a good game: it's just not the ground-breaking experience its predecessor was – but then again, what is? If you go into *DMC2* looking for a solid, above-average action title, you'll be more than satisfied PSM2

PUZZLE FLASH

TENNIS CRACK IT: To open this portal you have to hit back three of the fireballs that it launches at you.

There aren't many puzzles, although a few choice moments do emerge that'll challenge more then just your brawn. The Quick Heart plays a vital role in some, allowing you to hit switches within a time limit or slide under a falling portcullis. Others require something else...

SWITCH IN TIME: Lucia needs the Aerial Heart for this.

Dante still favours twin pistols and a shotgun, but also gets to plug away with submachine guns and a rocket launcher.

Opting for a sword with a long reach isn't always beneficial, as some of the shorter ones pack a bigger punch.

CROWLEY'S CHOICE

1 **DEVIL MAY CRY**
Hack the slayer with Mikame in charge, a Platinum price point and the coolest moves around.

2 **PRIMAL**
Jen's demonic slashing is more reserved, but the puzzle factor more than makes up for it.

3 **DEVIL MAY CRY 2**
It's more, much more, of the same but, sadly, minus enough outstanding moments to make it rate.

PSM2 VERDICT

GAMEPLAY
+ Solid swordplay, top demonic specials and boss battles forever!
- Not enough divergence between the two characters' moves

GRAPHICS
+ The open levels escape from the claustrophobia of the first title.
- Everything's very drab – only the effects challenge the palette.

SOUND
+ Shuddering music and all the 'swf' things in all the right places.
- Why has Dante lost his voice? Where are the one-liners?

LIFESPAN
+ Battle through to the Bloody Palace and you'll play for eternity.
- There's just not enough motivation to play the second disc.

OVERALL
DMC2 is a solid title with plenty of action. But the original set new standards for this genre, and this isn't quite as cool or as polished.

72

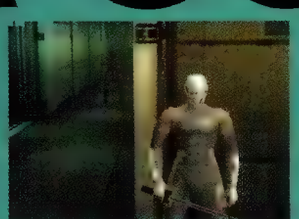
WAIL SAFE

IMPORT REVIEWS

THE ESSENTIAL PSM2 VERDICT ON EVERY NEW RELEASE

OUT US NOW OUT UK 28TH MARCH

METAL GEAR SOLID SUBSTANCE



"THE MAIN GAME IS JAMMED WITH DETAIL AND HEAVING WITH ATMOSPHERE"

METAL GEAR SOLID 2: SUBSTANCE

Some things are supposed to remain untouched. The Queen's jewels. Your own liver. And perhaps – *perhaps* – *MGS2*. Is this update simply substandard?

REVIEWER: Joel Snape

INFO

- **CODE TESTED** NTSC (US)
- **DEVELOPER** KCEJ
- **PUBLISHER** Konami
- **GAME TYPE** Stealth Action
- **PRICE** $49.99
- **EXTRAS** 1 Player, DualShock 2, Memory Card

DETAILS

- 358 VR Missions.
- 153 Alternate Missions.
- Five Snake Tales.
- All of *Sons of Liberty* – including the Casting Theatre and the Boss Survival.

Twenty missions in, and we're starting to understand Raiden's arrogance. We've passed VR Sneaking with flying colours, breezed through Elimination Training, discovered that holding up guards is candy-from-baby stuff... *this* goon doesn't stand a... paff. We've skidded on birdshit right behind the guard we were nonchalantly sneaking up on. Vreeeep! Try again...

Substance is packed with moments like that. Nothing's really been added since *MGS2*, nothing that'll be new to anyone who's played it to death. The difference is, those tiny touches – the gull-splat, the grumble mags, the tip-toe manoeuvre – that you could've breezed through *Sons of Liberty* without seeing, suddenly get another chance to shine. For absolute beginners, it's perfect – play the VR Missions to train yourself up, then leap into *Sons of Liberty* with skills that'll see you dancing past sweep teams as if they don't exist. The main game, if you've never played it, is fantastic – jammed with detail and heaving with atmosphere. More than a year since its original release, it still looks better than most games on PS2, with the most sneezingly chilly rain effects ever. *Ever*.

GLOW TORCH: The R3-twirling swordplay still isn't the easiest system to master in the midst of a pitched battle.

There are 358 VR Missions. Breaking it down for, say, Raiden, that's ten each of Sneaking and Sneaking Elimination, five apiece for each weapon, five first-person and ten 'variety' missions. Snake's got the same, using the same environments, except with more guards, more intelligent movement and tougher targets. Finally, each character's got two costumes to unlock, each invoking different mission parameters.

Early missions are ten seconds' work, later ones won't take long to muddle through, but just completing them won't be enough – you'll be looking for the Gold ranking. That means cartwheeling over noisy floors, knocking guards out with the hang-drop move, tapping on walls, and all the other skills that you never really had to use in *Sons of Liberty*. It's the perfect corner-of-the-party game – bite-sized missions that invite showing off and seconds shaved off the lead time. The first-person missions are dreadful – the game isn't designed for one viewpoint, and the controls shift to a new, pointlessly confusing ▶

"PLAY THE VR MISSIONS TO TRAIN UP, THEN LEAP INTO SONS OF LIBERTY"

The trouble, of course, is that if you've already seen it, you're unlikely to want to chug through it all again. Yes, it's full of clever touches – the posters, the rubber ducks, the melting ice cubes – but few of them are directly relevant to enhanced gameplay. In contrast to *MGS2*, effective ways of tackling each set piece or boss battle seem a bit limited and, yes, the endless dialogue tends to grate a bit.

STOP, LOOK AND PLISKEN: There's nothing worse than being discovered inches from the exit.

LID 2:

IMPORT REVIEWS

THE ESSENTIAL **PSM2** VERDICT ON EVERY NEW RELEASE

PEEK OF THE BUNCH: The seconds between guard death and exit-appearing are annoying.

SNEAK SURRENDER: After the VR missions, sprinting up behind an oblivious guard becomes cheeky second nature.

DRESSED TO KILL

Where other games offer changes of costume as a mere visual pleaser, *Substance*'s varied outfits contribute directly to the problem-solving inherent in the game. Ninja Raiden proudly carries a sword, whereas naked Raiden delicately cups his plums and sneezes a lot. Each outfit comes with its own set of missions as well, which become progressively tougher as they're unlocked – Tuxedo Snake, for instance, sets off bombs within two metres. Erk.

SUIT TO KILL: Snake's Tuxedo missions're much tougher than his basic sneaking set. And his mullet still looks stupid.

BEST BLADE PLANS: Sword deaths can be quite noisy, so the run-em-through move's best.

▶ set-up – but never mind that, eh? What really needs improvement is the Variety sections – they only really get interesting with the introduction of the giant Gurlogon monsters. There's nothing with the imagination of the PSone VR Missions' Murder Mysteries – only one real spark of Kojima genius right at the end to hint at what could've been.

Raiden's final mission is a survival bout against progressively hard groups of soldiers, and it's fantastic – though you're forced to use nearly every weapon, a preference for C4 or high-frequency blades heavily influences how you'll tackle each wave. If only there was more of it – the difficulty curve means veteran players'll stroll through everything apart from the extra costume bits with ease, so extended play's down to how competitive you are.

"LET'S SEE A BIT MORE IMAGINATION AND A FEW MORE MISSIONS, EH?"

MISSION CHIPS

The Alternate Missions (153 of them, fact fans) follow a similar structure, except with the environments from *Sons of Liberty* instead of the usual orange rectangles. Here the missions are broken down into Hold Up, Bomb Disposal, Eliminate All and Photography. Again, Eliminate All's the best, simply because it offers you the widest variety of playing styles. By the end, you'll be holding up a soldier, planting C4 on his back and sending him running back to his squad – if only to help the Bullets Fired bonus. Again, you'll see touches you haven't before – hold up a Tengu soldier, for instance, and they'll feint putting their hands up, then run off. Bomb disposal's good fun on the first go, though the edge leaves it slightly on repeated attempts. The photography's a nice *idea*, but it's possible to complete in five minutes.

It seems strange to call a 400-mission game lazy, but come on – you've got the graphics, you've got the AI, you've got the environments, you've done all the hard work already. Let's see a bit more imagination and a few more missions, eh?

Then there're the Snake Tales. It's here that *Substance* seems at its most cynical, responding to gamers' pleas for more Snake with a handful of hashed-together missions. No cutscenes, of course – didn't like them, did you? Instead, you've got the odd page of expository text, no radar and no Codec. The lack of aid makes them feel superficially similar to the European Extreme difficulty level, but in reality it's more trial and error than anything – get spotted, start again, avoid the guard this time. Arguably, the radar's an integral part of *Metal Gear*, making up for the fact that

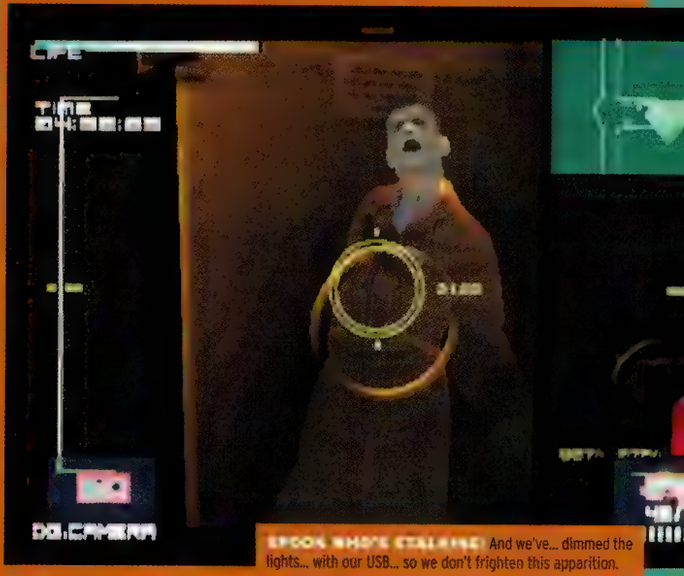
GAME FUN RAILROAD: *Evolution Skateboarding* - crap as a game, crap as a novelty extra, with Snake kickflipping over Cypher bots.

TRANQS FOR EVERYTHING: Sniping's one of the best bits in Eliminate and VR - so why aren't more missions devoted to it?

PHOTO FINISH

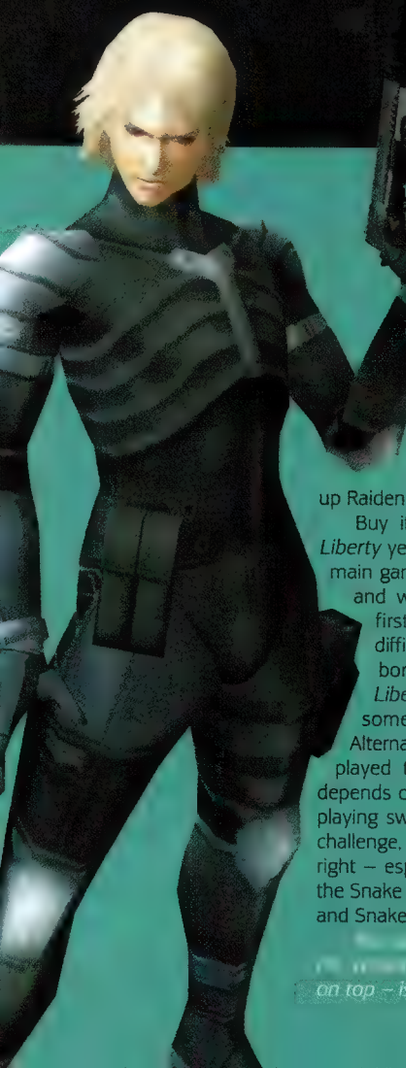
Hold it... hold it... snap! But when you get *bored* of popping guards' vertebrae – ahahaha – it's worth having a go at the Photo minigames. These are unlocked after you complete the Alternative Missions, and each one gives you a picture to take, and leaves you to work out exactly *how* you're supposed to get a shot of a guard falling to his knees in pre-strum frenzy without him spotting you. Extra points for framing, composition and light, natch.

CHEESE SPREAD: And here... we see... a guard... in his natural habitat. Leering at grumble.



SPOOK WHO'S STALKING: And we've... dimmed the lights... with our USB... so we don't frighten this apparition.

JAZZ LURE MAN: Careful now – that last guilty glance around's foiled our sneaking more than once.



there're sections that you'd reasonably expect to be able to see that the camera denies you. And the RP Sensor's only a half-decent second-best. Again, the missions are made up of set-pieces – fights with Fatman, dragging Emma around – that you've seen before, transposed to different environments. And no, they don't tie into the main game's plot. A better scenario might've been to let you follow Snake as he backed up Raiden on Big Shell.

Buy it, then? If you haven't got *Sons of Liberty* yet, the answer's an unqualified *yes*. The main game alone's enough to keep you happy, and we'd suggest playing the VR Missions first, then launching in on Extreme difficulty to keep things interesting. If you borrowed a mate's copy of *Sons of Liberty*? Maybe – you probably missed some of the clever touches, and the Alternate Missions spice things up. If you've played the original to death? Maybe not – depends on how appealing you find the idea of playing swathes of unrelated VR Missions. It's a challenge, but it's not really a game in its own right – especially given the disjointed nature of the Snake Tales. A couple more cash-ins like this, and Snake's in danger of losing his bite. **PSM2**

IMPACT POINT

NUDE FOR THOUGHT: Relax, ladies - you've got an entire subset of missions devoted to staring at Raiden's pale naked ass.

PLISSKEN'S CHOICE

1 **MGS2**
Well, yes, it's still the best. But with *Splinter Cell* sneaking up, how long can that last?

2 **METAL GEAR SOLID 2: SUBSTANCE**
Great for those who've not played *MGS1*. But not for the rest of us.

3 **JAMES BOND 007 IN NIGHTFIRE**
Limited sneaking, gadgetry and nice cars don't make for great depth.

PSM2 VERDICT

GAMEPLAY
- Worryingly good AI mixed with moments of genius.
- Um... the cartwheel/crawl confusion's still too easy.

GRAPHICS
+ Pin-sharp, with a jeweller's eye for detail. Saucy.
- The lighting looks uniform after *Splinter Cell*.

SOUND
- Bristlingly great music, and the most recognisable stings ever. Raiden's voice? Bit daft.

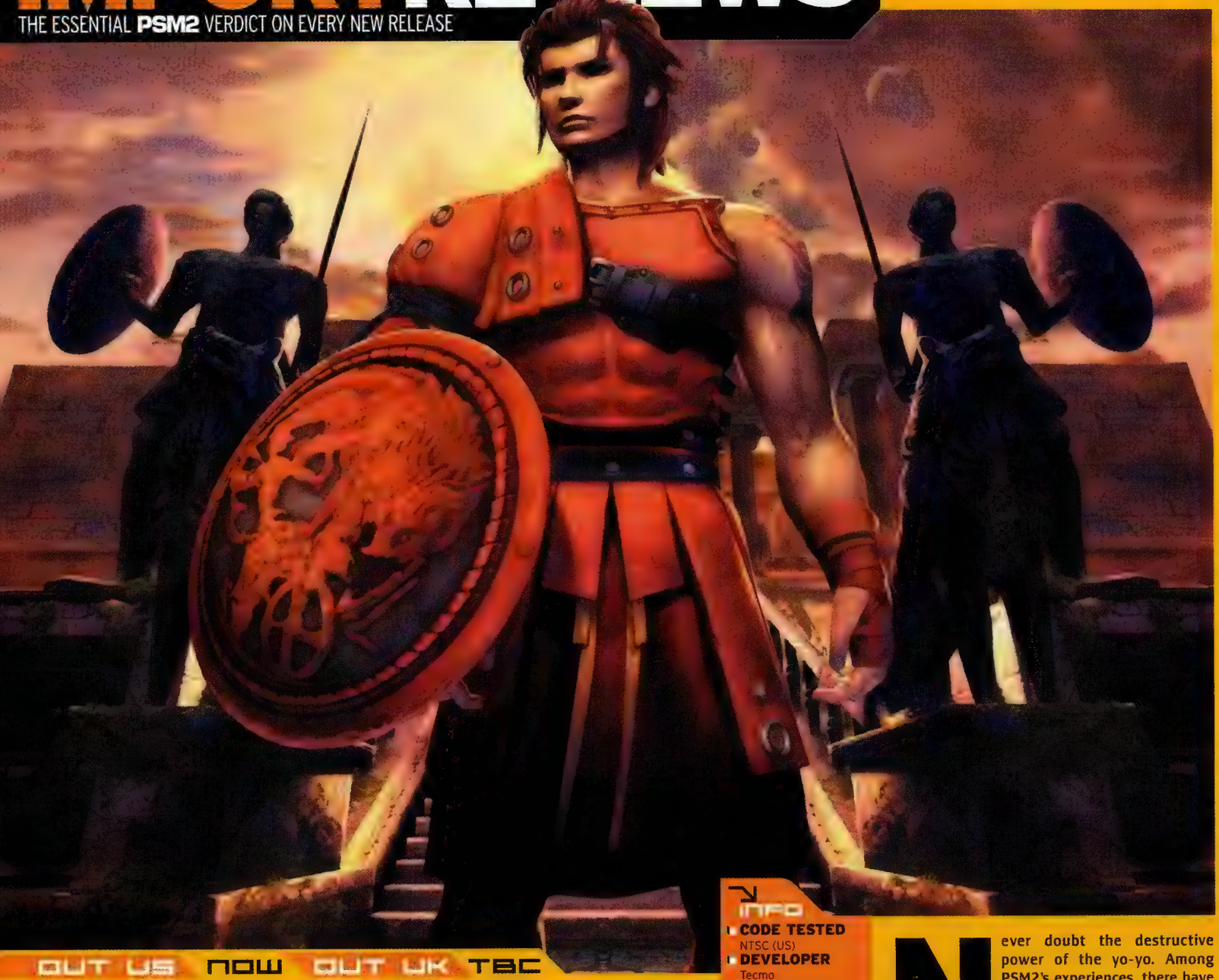
LIFESPAN
+ (358 + 153) x Our Natural Competitiveness = A long weekend.
- You've probably played the original to bits.

OVERALL
The thrill of new missions is great, but let's see something between 'jabbering cutscenes' and 'constant action nuggets' next time, Kojima.

78

SOLID

on top – is out at the end of March.



OUT US NOW OUT UK TBC

RYGAR: THE LEGENDARY ADVENTURE

Bringing, swinging, and spinning it back from the SNES is the riddle of the ancient gladiator and his thing on a string.

Alex Cooke

INFO

- **CODE TESTED** NTSC (US)
- **DEVELOPER** Tecmo
- **PUBLISHER** Tecmo
- **GAME TYPE** Action/Adventure
- **PRICE** £59.99
- **ESSENTIALS** 1 Player, Memory Card, DualShock 2

DETAILS

- Eight Worlds.
- Three Diskarmors.
- Four Difficulty levels.
- A full orchestral score provided by the Moscow International Symphony Orchestra.

Never doubt the destructive power of the yo-yo. Among PSM2's experiences, there have been a total of four split lips, one tearful explanation about the demise of a 24-piece dinner service and an errant indoor 'Round The World'. All are testament to the damage that one piece of string and a lump of plastic can do. Or listen to the example of *Rygar*, a legendary gladiator who's spent 13 years fending off the forces of the underworld swinging only his sharpened spinner. After all, this aged hero has survived the transition from side-scroller to fixed camera 3D adventure, from 8-bit pixelation to a 32-bit

It's disappointing to find that the soundtrack's more epic than the game itself. This ain't no *Final Fantasy*.

BOSS IN THE NETHERWORLDS: The boss battles are a simple matter of learning and repeating a routine of blocks and blows.

ARE YOU?: Long shots only occur in quiet moments, so don't worry about fighting when you're only three pixels high.

polygon driven beat-em-up, with nothing more than his flailing Diskarmors.

Like so many other updated classics, Tecmo have adopted a new angle for *Rygar*, straying into Capcom's traditional realm of static views and confused myths. Of course, this allows the mystic world of Argus to be a feast of shimmering pools of light, dappled shadows, and dancing, reflective streams. Which, in combination with some of the longer, mist-laden camera angles, might evoke the ethereal feeling of the floating *Ico* – that is, if it wasn't for the trademark Tecmo chunky characters, the regular boss battles and the pitching of puzzles that can always be solved with a swing of Rygar's mighty yo-yo.

"WITH THE GAMEPLAY SO FOCUSSED ON VIOLENCE OF THE MINDLESS TYPE, COMBAT IS AT THE HEART OF THE CHALLENGE"

Using a fixed camera might seem strange for such an action-lead adventure, especially one that demands leaps and doesn't feature a 'lock-on' system, but unlike so many other ancient updates *Rygar* has a more unforgiving nature than either *Shinobi* or *Contra*. Sure there are moments when a changing view reverses the controls or you wander off-screen, but on these occasions you generally won't find hidden foes taking advantage of your temporary blindness. Instead you'll uncover plentiful save points, numerous pieces of destructible scenery and three types of Diskarmor, whose broad sweeps can club opponents in 360 degrees – so you'll get a hit even if the none-too-bright enemy swarm in behind you.

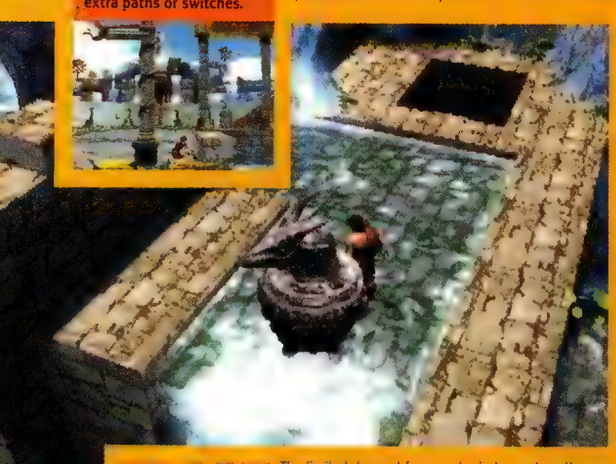
LAUNCHING A COMBO: Launching a combo can strike down a foe with 50 hits, although six will dispatch most of the smaller enemies.

With the gameplay so focused on violence of the mindless type, combat is at the heart of the challenge. Controlled with just two buttons, the combos can mount up to seven string sequences, launching a complex series of spins and throws, carving up enemy flesh and even launching your foes into the air if you so wish. However, while there is – admittedly – great entertainment to be found in such strings at first, later and larger foes will see you frequently resorting to the simplest chains available in order to prevent them from retaliating.

However, what does disappoint is the lack of variety in what is a relatively brief adventure. Despite the regular appearances of traditional end-of-level bosses, and the rich visuals of each world, your progress never feels that great. Instead of the promise of other playable warriors or weapons, your character's evolution is limited to merely gaining and upgrading three nearly identical yo-yos. And while the compact levels do free the game from loading screens, they also make it possible to rattle through the entire adventure in under seven hours. Which is nothing to be ashamed of, but it does put the solidly simple *Rygar* somewhere on the lighter side of the likes of the more engaging *Onimusha 2*. **PSM2**

IMPACT POINT

The camera might be fixed but the backgrounds certainly aren't. From the smallest block to pillars that support whole sections of wall scenery can be dramatically made to crumble, often to reveal extra paths or switches.



STATUE TO STATUE: The limited demand for your brain to produce those puzzle-solving Beta waves is to find these statues and turn them around.

THING ON A STRING

To battle a mythical race of deities known as the Titans, you need to get your hands on a mythic weapon – the Diskarmor. Launched with ⓑ and Ⓐ, these three types of yo-yos offer the usual mixture of attack: one's slow with strong swipes, another offers quick but feeble blows, and the final one provides the usual balance of both.

CATCHIN' HOOK: This later upgrade allows you to explore previously unreachable ledges and levels.

TAKE A SECOND BITE: Each Diskarmor comes with its own demon, ready to launch an energy blast against the enemy.

INSIGHT

Although the tale and the acting is frequently patchy, *Rygar*'s plot has been taken from Greek mythology. Those predecessors to the Greek gods, the Titans, appear as your foes, along with Cerberus, the multi-headed watchdog of Hades.

CONAN'S CHOICE

1. **ONIMUSHA 2** Visually sublime survival horror that demonstrates that Capcom are masters of their art.
2. **DEVIL MAY CRY** Dante's infernal original is bloodier and bolder than the second outing.
3. **RYGAR** A polished and generally enjoyable (if a little on the short side) tale of Roman rivalry.

PSM2 VERDICT

GAMEPLAY
+ Demon crunching and plentiful moves
- One battle merges with another, with little diversity.

GRAPHICS
+ Effects reign, even when you're spinning along at 60fps.
- Little variety in the five or so repeated foes you face.

SOUND
+ Dark, foreboding orchestral meanderings
- Cutscene voice acting is more TV movie than blockbuster.

LIFESPAN
+ Bonus rooms and battles open up promoting replay value.
- Ten brief hours should be enough for the first run through.

OVERALL
A lighter type of survival horror that offers both atmosphere and style. It's backed by a good score and some lovely effects, but it's far too short...

78

MORTAL

HANKS A LOT: Our Tom does a passable job of looking mean and moody.

OUT UK 24TH MARCH

ROAD TO PERDITION

Goodbye to good guy Hanks as Mr Forrest Gump goes gangster.

STARRING Tom Hanks, Jude Law, Jennifer Jason Leigh, Paul Newman, Stanley Tucci, Daniel Craig, Ciarin Hinds, Dylan Baker, Doug Spinuzza
DIRECTOR Sam Mendes
CERTIFICATE 15
PRICE £19.99

When you've been chipping away in the acting coal mine for as long as Tom Hanks, is it possible to alter the movie-going public's perception of you? Road to Perdition is an attempt to convince us that Hollywood's Mr Nice Guy Everyman could play bad and we wouldn't just think it was Hanks playing Hanks. Again.

Fortunately for Tom, he chose to turn to the dark side surrounded by some top talent. Brit director Sam Mendes, who scooped an Oscar for American Beauty, tackles the grittier side of American family dysfunction here. He's taking on the mob. Hanks is Michael Sullivan, a mob enforcer who works for one of the biggest crime families in the shadows of 1920s Chicago. Deadly and unmerciful, Sullivan is nevertheless a devoted family man who dotes on his wife and sons and prays that they never get caught up in the violence he regularly dishes out to others. Which just means that the story brings him exactly that: his son witnessing dad at work, his family destroyed to keep them quiet and Tom out for revenge-flavoured, blood-splattered justice. Of course, this is Tom Hanks and not Charles Bronson we're talking about. Even when he's slaughtering the enemy, you'll feel inclined to support him.

TOMMY'S GUNS

The film's credibility is also helped by the team that Mendes has built. Collaborating with American Beauty cinematographer Conrad Hall, the director brings '20s Chicago to life in vivid, rich visions, crisply shot so that every frame is a work of art. And the actors he's hired do more than support Hanks – they often outshine him. Jude Law uglies himself up to play a shuffling, scruffy but utterly lethal assassin with a handy side trade in crime scene photography.

Topping them all is Paul Newman, still able to act his younger stars off the screen with the greatest of ease. A tense, basement-set confrontation between Hanks and Newman could have been tired and talky in the hands of others. But with these two at work, it becomes poignant, captivating and a perfect mirror for the main theme of the film – fathers and sons. For while the screenplay labours the point home (fathers and their kids can have difficult relationships, y'know), the examples shown allow the actors to shine in the quieter moments.

That's not to say there isn't plenty of action – a blistering set-piece which sees Sullivan trading shots with Jude Law's Maguire is only topped by the powerful moment when Sullivan's patience with Rooney and his goons finally snaps.

Road to Perdition isn't the perfect gangster film, by any means (plenty of scenes are overloaded with syrupy emotional bonding between Sullivan and his sprog), but when everything falls into place, it's superb entertainment. PSM2

INSIGHT

- The film's loosely based on real events from 1920s Chicago.
- Anthony LaPaglia was supposed to play Al Capone, but the sequence was cut.
- The crime scene photos in Maguire's apartment are real period pictures.

MOB CHOICE

1. **THE GODFATHER/ GODFATHER PART 2** The original and best crime family epics.
2. **THE UNTOUCHABLES** Kev Costner cleans up the scum of Chicago.
3. **ROAD TO PERDITION** Hanks shoots from the hip.

PSM2 VERDICT

EXTRAS
Audio commentary deleted scenes with director commentary Making Of featurette photo gallery.

OVERALL
A little slow in places, but incredible to look at and powerful at times. Acting-wise, the cast is spot-on, and the set is pure 1920s Chicago.

72

GANG BUSTERS

"THE DIRECTOR BRINGS '20S CHICAGO TO LIFE IN VIVID, RICH VISIONS, CRISPLY SHOT"

OUT UK NOW

LOST IN LA MANCHA

Terry Gilliam tilts at windmills and his latest film collapses around his ears...

INSIGHT

- The directors previously made The Hamster Factor, behind the scenes of Twelve Monkeys.
- The documentary includes Gilliam-style animation for one sequence.
- Gilliam still intends to make Don Quixote.

QUIXOTE UGLY: The weather went manic, Rochefort was ill, the funding collapsed...

STARRING Johnny Depp, Terry Gilliam, Jean Rochefort, Jeff Bridges (Narrator) Bernard Bouix, Benjamin Fernandez, Vanessa Paradis (all as themselves)
DIRECTOR Keith Fulton, Louis Pepe
CERTIFICATE 15
PRICE £19.99

Call it road crash cinema. There's a certain perverse delight in watching a film go horribly wrong, or in viewing the mangled remains of a cinematic effort so shockingly bad that you just have to see the next scene to find out if it gets any worse. But then there's the other side. The truly tragic experience of watching a great filmmaker powerless to stop his vision slowly trickling down into the sinkhole of funding issues, actor problems and script re-writes. It's even more horrifying when the man in question is Terry Gilliam, who brought us Twelve Monkeys, Time Bandits and Brazil. And the final indignity? Knowing that, had he been able to finish his film, we'd likely all be calling him a genius again.

It's heartbreaking to experience in person, and almost as devastating to sit down and watch. Fortunately – or unfortunately, depending on your opinion – Gilliam had agreed to let directors Louis Pepe and Keith Fulton document the making of his latest epic, The Man Who Killed Don Quixote.

A typically twisted Gilliam fantasy, it was to have seen Johnny Depp's modern-day advertising executive sucked back in time to Don Quixote's period, where the hapless businessman is mistaken for Quixote's sidekick Sancho. The scene is thus set for encounters with giants and all manner of other strange creatures.

Gilliam had organised a budget, gathered his cast, and scouted locations. But practically from the moment that he called "Action!", things started to go wrong.

ILL WINDS

The location for a desert-set chain-gang scene happened to fall under an Italian air force training zone, which meant that every five minutes the crew were interrupted by the scream of fighter jets. Then the weather decided to muscle in. Torrential rain caused mudslides and swept away part of the set, and meant yet more delays while props were repaired. Rochefort became ill and letting him have time off meant that everybody else's schedule was thrown out – not handy when you're dealing with the likes of Johnny Depp, even if he is one of the director's mates. The funding collapsed and Gilliam was left with the scraps of a film and some test footage. He couldn't even continue when he managed to secure some more cash because the underwriters had seized the rights to the script. All through it, Gilliam allowed Pepe and Fulton to continue filming, documenting each development, argument and delay. It makes for must-see viewing.

Unlike so many finished films, La Mancha will make you laugh, cry and gasp – this is what documentaries should all be like. **PSM2**

DOCU CHOICE

1. **THE HAMSTER FACTOR** Twelve Monkeys.
2. **HEARTS OF DARKNESS** Apocalypse Now.
3. **LOST IN LA MANCHA** Filmmaking folly on the big screen.

PSM2 VERDICT

EXTRAS
Interview with Terry Gilliam ☐ interviews with Johnny Depp ☐ deleted scenes ☐ alternative openings ☐ full storyboards ☐ costume design material ☐ trailer ☐ additional auditions and rehearsals.

OVERALL
Turning a crisis into a drama to gut-wrenching effect, Fulton and Pepe have created a masterpiece out of Gilliam's horror.

83

REAL-LIFE STRIFE

FARGO SPECIAL EDITION

OUT UK 31ST MAR

STARRING William H Macy, Frances McDormand
DIRECTOR Joel and Ethan Coen
CERTIFICATE 18
PRICE £19.99

The Coens bring the "true story" of dumb villains and a policewoman to freezing life. Deservedly scooping an Oscar for the script and star Frances McDormand, Fargo is a near flawless tale of a screwed-up kidnapping and the investigation that follows. Featuring everything we've come to expect from the brothers Coen – quirky dialogue mouthed by quirkier characters, brutal violence but always with a point and some outstanding visuals (in this case, the frozen wastelands of small town North America). And here, at last, is the extras-laden Special Edition it always deserved. **PSM2** **88**

BADLANDS

OUT UK 31ST MAR

STARRING Martin Sheen, Sissy Spacek
DIRECTOR Terrence Malick
CERTIFICATE 18
PRICE £15.99

Before Natural Born Killers was a mischievous twinkle in either Quentin Tarantino or Oliver Stone's eyes, there was Badlands. Terrence Malick's 1973 lovers-on-the-run flick is a mini-masterpiece, inspired by tragic true-life events that occurred back in the '50s. A young Martin Sheen (now best recognised either for Apocalypse Now or as The West Wing's President) is murdering psychopath Kit, caught up in a deadly game of let's pretend with his girlfriend, Holly (Spacek). The pair have no qualms about who they kill – and you just know it can't end well for them. See it now. **PSM2** **81**

ALSO RELEASED

THE MUSKETEER (2001)
Released 10th Mar **Cert** PG **Price** £15.99
Another swashbuckler gets a shiny disc release. But this sword-fu laden adventure romp is only for completists. **45**

SWIMFAN
Released 31th Mar **Cert** 12 **Price** £19.99
Fatal Attraction is given a teen movie makeover in this stalkerthon. The stars are sexy but the plot's tosh. **48**

WAKING LIFE
Released Out Now **Cert** 15 **Price** £19.99
Richard Linklater brings his slacker sensibilities to this trippy animation. Offbeat but often fun, it bears sticking with. **67**

THEM!
Released Out Now **Cert** 12 **Price** £12.99
Ants. GIANT ANTS. Caused by nuclear testing. That kill people. Need we say more? Utterly cheesy, utterly fun. **65**

THE DOORS SPECIAL EDITION
Released Out Now **Cert** 18 **Price** £19.99
Oliver Stone's rock biopic gets the special edition once-over, with contributions from the stars, plus lots of deleted scenes. **74**

STAR TREK: DEEP SPACE NINE SEASON ONE
Released 17th Feb **Cert** TBC **Price** £64.99
The second Star Trek spin-off hits shiny disc. The space station-set series may not look much now, but give it time... **71**

COMING SOON

THE WEST WING SEASON 2 BOX SET 1
7 April
£34.99

DRAGONFLY
7 April
£17.99

O (OTHELLO, 2001)
14 April
£19.99

©The Kobal Collection

EDGE®

the girl issue

E121 on sale February 17

Edge is a registered trademark of EDGE Interactive Media. Used under licence

PSM2 GAMER'S LOUNGE

MAX. SMART/MIN. EFFORT

Things we've learnt this month through the magic of this newfangled online play:

a) Americans have tremendous difficulty grasping even the most basic euphemisms: "WTF is an 'old chap', limey [monkey plucker]?" And: b) There's no point getting upset by their insults – it's like getting angry because someone's written "piss off" on a toilet cubicle.

Yes, we thought we could resist the temptation to be childish in the interests of good relations with our war-buddies the Yanks, but the first appearances of LOL and ;) had us boiling sooner than a delicious-looking lobster.

7

TONY HAWK'S 4

Nowhere is ego-strokery higher than in *THPS4*. "Damn. I just lost a 25 million point combo," trumps EvilMonster. Dan, naturally, is unfazed: "I just lost seven billion," he chirps. "And I haven't even got any hands!" Hooray for lies, eh?

16

TIMESPLITTERS 2

Come on, Free Radical – release an online version of this, and we promise we'll tell everyone to sell a lung so they can buy it, and it'll finally out-sell *Medal of Honor* and *Bond*. Jeeee...

US No.1

SOCOM

One shot's enough to kill you in *SOCOM*. A game involves about 16 people, and it's really hard. We've spent far too much time watching the last two people run after each other and drinking tea.

CHARTS FOR MONTH ENDING 31ST JANUARY

PS2 TOP 20

Proportionally speaking, the popularity of *GTA* might mean that we'll be hearing a lot more '80s-themed pirate radio over the next few months. Or seeing people dressed in golf slacks. Or maybe *it's just a game, you idiots*. Ahem.

Position	GAME NAME	Publisher	Developer
1	Grand Theft Auto: Vice City	Rockstar	Rockstar North
2	The Getaway	SCEE	Studio Soho
3	FIFA 2003	EA Sports	EA
4	James Bond 007: Nightfire	EA Sports	EA
5	LOTR: The Two Towers	EA	EA
6	WWE Smackdown! Shut Your Mouth	THQ	Yuke's
7	Tony Hawk's Pro Skater 4	Activision 02	Neversoft
8	Pro Evolution Soccer 2	Konami	KCEJ
9	Harry Potter Chamber of Secrets	EA Games	EA
10	Red Faction 2	THQ	Volition
11	Medal of Honor: Frontline	EA	EA
12	WRC2 Extreme	SCEE	Evolution Studios
13	Tom Clancy's Ghost Recon	Ubi Soft	Red Storm
14	Tiger Woods PGA Tour 2003	EA Sports	EA Sports
15	LOTR: Fellowship of the Ring	Universal Interactive	Black Label
16	TimeSplitters 2	Eidos Interactive	Free Radical Design
17	Colin McRae Rally 3	Codemasters	Codemasters
18	Hitman 2: Silent Assassin	Eidos Interactive	IO Interactive
19	Spyro – Enter the Dragonfly	Universal Interactive	Equinox
20	Star Wars: Bounty Hunter	Activision	LucasArts

JAPANESE TOP 5

1	Unlimited: SaGa	Square	Sammyz1
2	Actual Combat Pachislot Moujyuous	Sammy	Sammy
3	Ratchet & Clank	Sony	Insomniac
4	World Soccer Winning Eleven 6 Final Evolution	Konami	KCEJ
5	Metal Gear Solid 2: Substance	Konami	KCEJ

US TOP 5

1	SOCOM: US Navy Seals	SCEA	Zipper Interactive
2	Lord of the Rings	EA	EA
3	The Getaway	SCEA	Studio Soho
4	Madden NFL 2003	EA	EA Sports
5	Kingdom Hearts	EA/Square	Squaresoft

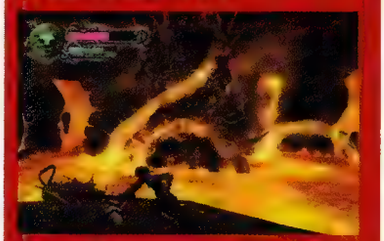
PSM2'S TOP 5IVE

What's been wowing out our office PS2?

1. Splinter Cell

2. MGS2: Substance

3. Devil May Cry 2



4. Rygar

5. Mortal Kombat: Deadly Alliance

NEW & IMPROVED

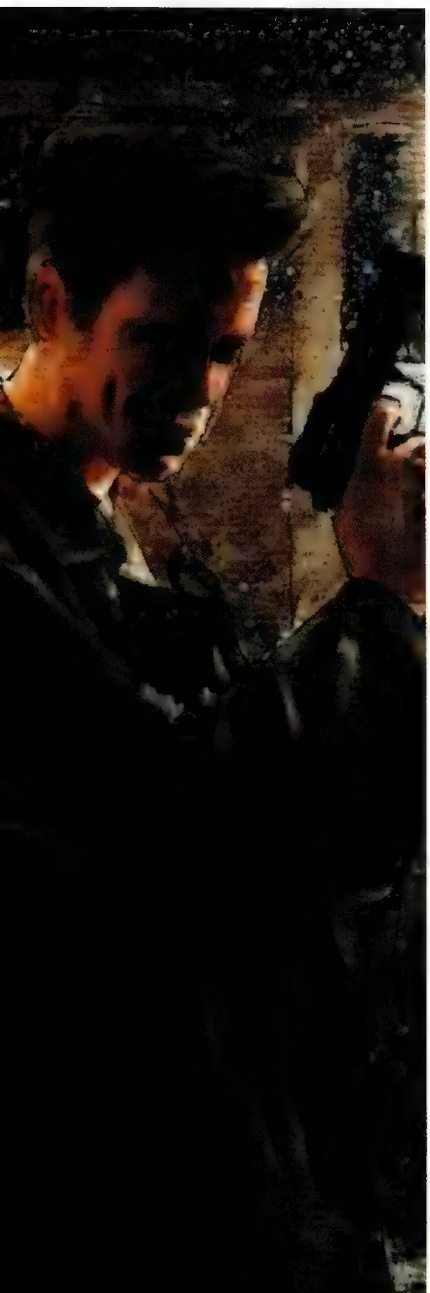
HOW IT WORKS...

Absolute PS2 is a run-down of all the available UK PAL games PSM2 have put through the wringer. We've also included some choice, or interesting, NTSC import titles that might appeal to diehard gamers with import machines.

YOUR EASY GUIDE TO PSM2'S PAST REVIEWS - UPDATED EVERY ISSUE

ABSOLUTE PS2

PSM2 reviews are *the* definitive opinion – your best friend in the game-buying minefield. Check before you, er... cheque.



ACTION-ADVENTURE

7 BLADES
Publisher> Konami
Version> PAL **Issue**> #11 — 72
An action-lead game that'll satisfy slash-em-up fiends.

ALONE IN THE DARK: THE NEW NIGHTMARE
Publisher> Infogrames
Version> PAL **Issue**> #15 — 66
Dumps any pretensions of originality for lumpen familiarity.

BALDUR'S GATE: DARK ALLIANCE
Publisher> Virgin Interactive
Version> PAL **Issue**> #17 — 70
Fast, good-looking and addictively fun to play.

BATMAN VENGEANCE
Publisher> Ubi Soft
Version> PAL **Issue**> #17 — 48
Super-game turned super-villain thanks to daft level design.

BLADE 2
Publisher> Activision
Version> PAL **Issue**> #28 — 51
By-the-numbers hitting that doesn't capture the film.

BLOOD OMEN 2
Publisher> Eidos
Version> PAL **Issue**> #22 — 79
A horror romp with great atmosphere and visuals.

CASPER: SPIRIT DIMENSIONS
Publisher> TDK Mediactive
Version> PAL **Issue**> #22 — 48
Non-threatening junior gaming with a shiny veneer. Dull.

DEAD TO RIGHTS
Publisher> Namco
Version> NTSC **Issue**> #33 — 77
More variety, attitude and innovation than *Max Payne*

DEVIL MAY CRY
Publisher> Capcom
Version> PAL **Issue**> #15 — 90
Blindingly gorgeous and cracking to play.

DNA: DARK NATIVE APOSTLE
Publisher> Virgin Interactive
Version> PAL **Issue**> #16 — 37
Makes you work extremely hard for very little gain.

DRAKAN: THE ANCIENTS' GATES
Publisher> Sony
Version> PAL **Issue**> #20 — 75
Cracking adventure let down by seen-it-all-before gameplay

ECCO THE DOLPHIN: DEFENDER OF THE FUTURE
Publisher> Sony
Version> PAL **Issue**> #18 — 52
Illogical puzzles and missions – distinctly average stuff.

EOE: EVE OF EXTINCTION
Publisher> Eidos
Version> PAL **Issue**> #22 — 71
Fun at times, but mainly boringly familiar.

EXTERMINATION
Publisher> Sony
Version> PAL **Issue**> #09 — 78
Action, gunplay and panic, despite an unoriginal story.

FATAL FRAME
Publisher> Tecmo
Version> NTSC **Issue**> #23 — 77
Stylish and immensely frightening.

FELLOWSHIP OF THE RING, THE
Publisher> Vivendi Universal
Version> PAL **Issue**> #30 — 70
A half-decent attempt to do this epic tale justice

FRANK HERBERT'S DUNE
Publisher> Cryo
Version> PAL **Issue**> #20 — 22
Remedial AI, ham-fisted controls and a terrible game.

GETAWAY, THE
Publisher> SCEE
Version> PAL **Issue**> #31 — 78
A fearsome achievement hampered by flawed controls

GIANTS: CITIZEN KABUTO
Publisher> Interplay
Version> PAL **Issue**> #17 — 80
Good level design and the novelty of playing as three sides.

GRAND THEFT AUTO 3
Publisher> Take 2
Version> PAL **Issue**> #16 — 92
Amoral. And the attention to detail keeps you hooked.

GRAND THEFT AUTO: VICE CITY
Publisher> Rockstar Games
Version> NTSC **Issue**> #29 — 97
BEST ACTION TITLE The best that videogaming can offer.

HARRY POTTER AND THE CHAMBER OF SECRETS
Publisher> EA
Version> PAL **Issue**> #31 — 65
A good-looking game that'll satisfy Potter fans

HEADHUNTER
Publisher> Sony
Version> PAL **Issue**> #19 — 81
An action adventure of Hollywood proportions from Sega.

HITMAN 2: SILENT ASSASSIN
Publisher> Eidos
Version> PAL **Issue**> #28 — 89
A rock-solid, free-form adventure.

ICO
Publisher> SCEA
Version> NTSC **Issue**> #17 — 85
Strikes new ground for creative gaming. Less, literally, is more

LEGION: LEGEND OF EXCALIBUR
Publisher> Midway
Version> PAL **Issue**> #27 — 70
Satisfactory, if flawed – A good, solid fantasy, though.

MARK OF KRI, THE
Publisher> SCEA
Version> NTSC **Issue**> #33 — 74
A decent attempt at improving on the hack 'n' slasher.

MAX PAYNE
Publisher> Take 2
Version> PAL **Issue**> #19 — 82
Stylish, dark and violent but marred by ropey looks.

MDK2 ARMAGEDDON
Publisher> Interplay
Version> PAL **Issue**> #09 — 76
Some inventive ideas let down by basic design flaws.

MEN IN BLACK 2: ALIEN ESCAPE
Publisher> Infogrames
Version> PAL **Issue**> #26 — 42
A rough shoot-em-up that does nothing new.

METAL GEAR SOLID 2
Publisher> Konami
Version> PAL **Issue**> #20 — 96
Worth every bit of the hype.

MINORITY REPORT
Publisher> Activision
Version> PAL **Issue**> #31 — 60
Clever effects, but it's all over in a few hours.

MUMMY RETURNS, THE
Publisher> Vivendi
Version> PAL **Issue**> #17 — 46
Flawed controls and stilted gameplay. Not fun.

ONI
Publisher> Take 2
Version> PAL **Issue**> #07 — 62
Hi-tech combat lost in dull environments.

ONIMUSHA
Publisher> Capcom
Version> PAL **Issue**> #07 — 80
Survival horror with the emphasis on carnage not tension.

ONIMUSHA 2
Publisher> Capcom
Version> PAL **Issue**> #27 — 89
Great combat, beautiful effects and diverting puzzles.

OPERATION WINBACK
Publisher> KOEI
Version> NTSC **Issue**> #08 — 68
Compelling, but nowhere near *MGS2*

POWERPUFF GIRLS, THE
Publisher> Bam! Entertainment
Version> PAL **Issue**> #31 — 29
No challenge at all, unless you're a drooling toddler.

PRISONER OF WAR
Publisher> Codemasters
Version> PAL **Issue**> #24 — 73
Good idea and atmosphere, but slow moving.

RESIDENT EVIL CODE: VERONICA X
Publisher> Capcom
Version> PAL **Issue**> #13 — 80
This revisit to zombie hell is familiar, but scary, stuff

RUNE: VIKING WARLORD
Publisher> Take 2
Version> PAL **Issue**> #13 — 56
Visually inept at times, but still enough fun to interest.

SHADOW OF ZORRO
Publisher> Cryo
Version> PAL **Issue**> #20 — 35
Far too clumsy to be anything that approaches fun.

SHADOW MAN: 2ECOND COMING
Publisher> Acclaim
Version> PAL **Issue**> #20 — 68
Brave, enjoyable, but ultimately flawed

SHIFTERS
Publisher> 3DO
Version> PAL **Issue**> #24 — 40
Save your cash for *Onimusha 2*.

SHINOBI
Publisher> Sega
Version> NTSC **Issue**> #31 — 75
Bags of style, but too monotonous.

Star Wars: The Clone Wars © 2002 LucasArts Entertainment Company LLC. © 2002 Lucasfilm Ltd. & TM

SILENT HILL 2
Publisher> Konami
Version> PAL **Issue**> #15 — 88
This version's short, but the impact is unrivalled.

SILENT HILL 2: THE DIRECTOR'S CUT
Publisher> Konami
Version> PAL **Issue**> #33 — 89
The definitive *SH2* package.

SOS: THE FINAL ESCAPE
Publisher> Agetec
Version> PAL **Issue**> #33 — 81
A well-balanced, gripping and funny action adventure.

SOUL REAVER 2
Publisher> Eidos
Version> PAL **Issue**> #17 — 78
A total revamp – not fresh, but still tasty.

SPIDER-MAN: THE MOVIE
Publisher> Activision
Version> PAL **Issue**> #24 — 70
Very hard in places, but still good fun.

STAR WARS: BOUNTY HUNTER
Publisher> Activision
Version> PAL **Issue**> #31 — 62
Without the Star Wars link, you'd barely look twice.

STATE OF EMERGENCY
Publisher> Take 2
Version> PAL **Issue**> #20 — 75
Non-stop, entertaining violence that's just a bit too shallow.

SUPERMAN: SHADOW OF APOKOLIPS
Publisher> Atari
Version> PAL **Issue**> #29 — 48
Great hero, very average game.

TERMINATOR: DAWN OF FATE
Publisher> Infogrames
Version> PAL **Issue**> #28 — 49
Nicks all the best ideas from other games.

THING, THE
Publisher> Vivendi
Version> PAL **Issue**> #27 — 83
A brilliant adaptation of a unique movie.

WARRIORS OF MIGHT & MAGIC
Publisher> 3DO
Version> PAL **Issue**> #09 — 24
The bad level design is only the start of many problems.

X SQUAD
Publisher> EA
Version> PAL **Issue**> #06 — 59
Average. Bland graphics and poor puzzles don't help, either

ZETTAI ZETSUMAI TOSHI
Publisher> Irem Software
Version> NTSC **Issue**> #24 — 78
Dodgy control system, but generally very entertaining.

ADVENTURE

ESCAPE FROM MONKEY ISLAND
Publisher> Activision
Version> PAL **Issue**> #12 — 82
Thoughtful, funny and addictively gentle.

ACTION-STRATEGY

BATTLE ENGINE AQUILA
Publisher> Infogrames
Version> PAL **Issue**> #31 — 78
Masterful looks, with skies full of fire.

DEFENDER
Publisher> Midway
Version> PAL **Issue**> #31 — 76
Solid, frantic and ponderous.

DROPSHIP
Publisher> Sony
Version> PAL **Issue**> #18 — 75
An explosive title with a frustrating difficulty level.

DYNASTY WARRIORS 2
Publisher> Midas
Version> PAL **Issue**> #04 — 78
Fast-paced action with excellent, but foggy, game structure

DYNASTY WARRIORS 3
Publisher> Namco
Version> NTSC **Issue**> #20 — 71
A lack of innovation leaves this as just a decent update.

GHOST RECON
Publisher> Ubi Soft
Version> PAL **Issue**> #30 — 65
Great tension, but slow and largely uneventful.

PROJECT EDEN
Publisher> Eidos
Version> PAL **Issue**> #14 — 86
A rare combination of brains and guns – looks good, too

REIGN OF FIRE
Publisher> Bam! Entertainment
Version> PAL **Issue**> #30 — 71
A flight sim with scales.

SOCOM: US NAVY SEALS
Publisher> SCEA
Version> NTSC **Issue**> #30 — 82
Well worth a look, but you'll need broadband...

STAR WARS: THE CLONE WARS
Publisher> Activision
Version> PAL **Issue**> #33 — 69
A shameless tie-in with a few passable moments

ARCADE

18 WHEELER
Publisher> Acclaim
Version> PAL **Issue**> #19 — 36
Simplistic, one-dimensional and extremely dull racer.

AIR RANGER RESCUE HELICOPTER
Publisher> Midas
Version> PAL **Issue**> #29 — 24
One of the most maddening games we've ever played.

AKIRA PSYCHO BALL
Publisher> Bandai
Version> NTSC **Issue**> #25 — 47
A ball-breakingly average pinball sim.

CITY CRISIS
Publisher> Take 2
Version> PAL **Issue**> #16 — 62
The lack of variety extinguishes the long-term appeal.

CRAZY TAXI
Publisher> Acclaim
Version> PAL **Issue**> #10 — 80
An incredibly addictive, albeit short, arcade hoot.

GAUNTLET
Publisher> **Midway**
Version> PAL **Issue**> #10 — 32
Best as a multiplayer, but you'll all suffer together.

GRADIUS 3 & 4
Publisher> Konami
Version> PAL **Issue**> #02 — 29
An arcade-perfect conversion of a dull shoot-em-up.

GUNDAM: FEDERATION VS ZEON
Publisher> Infogrames
Version> PAL **Issue**> #29 — 39
Shallow, repetitive, tired and relentlessly tedious.

SPY HUNTER
Publisher> Midway
Version> PAL **Issue**> #14 — 79
A beautifully crafted thrill with an undeniable sense of style

SILPHEED
Publisher> Working Design
Version> PAL **Issue**> #03 — 51
Burns bright to the bitter, but quickly finished, end.

BEAT-EM-UP

BARBARIAN
Publisher> Titus
Version> PAL **Issue**> #25 — 66
Fun, but basic beat-em-up. No contest for *Tekken*.

BLOODY ROAR 3
Publisher> Virgin Interactive
Version> PAL **Issue**> #11 — 79
No depth, but lots of explosions, acrobatics and fun.

CAPCOM VS SNK 2: MARK OF THE MILLENNIUM 2001
Publisher> Capcom
Version> PAL **Issue**> #17 — 83
Probably the best 2D fighter ever.

DEAD OR ALIVE 2
Publisher> SCEE
Version> PAL **Issue**> #05 — 83
Comic bosoms are no substitute for two-player scraps.

DRAGON BALL Z: BUDOKAI
Publisher> Infogrames
Version> PAL **Issue**> #30 — 60
Competent enough, but won't impress non-fans.

GUILTY GEAR X
Publisher> Virgin Interactive
Version> PAL **Issue**> #17 — 78
Sparky, but not quite as good as *Capcom Vs SNK 2*.

JO JO'S BIZARRE ADVENTURE
Publisher> Capcom
Version> NTSC **Issue**> #27 — 55
Inadequate play mechanics don't do the manga strip justice.

KENGO
Publisher> Ubi Soft
Version> PAL **Issue**> #09 — 60
This cou d've been something special, instead it's dull.

LORD OF THE RINGS: THE TWO TOWERS
Publisher> EA
Version> PAL **Issue**> #29 — 76
A bit simplistic and repetitive.

MARVEL VS CAPCOM 2
Publisher> Capcom
Version> PAL **Issue**> #29 — 84
Brilliant fun with a frighteningly deep fighting system.

MORTAL KOMBAT: DEADLY ALLIANCE
Publisher> Midway
Version> PAL **Issue**> #33 — 85
A big surprise and a big score.

ROCKY
Publisher> Rage
Version> PAL **Issue**> #29 — 84
Wins on points and nostalgia value.

SAMURAI
Publisher> Bam! Entertainment
Version> NTSC **Issue**> #25 — 74
An excellent idea, reasonably well done.

SCORPION KING, THE: RISE OF THE AKKADIAN
Publisher> Vivendi/Universal
Version> PAL **Issue**> #29 — 23
Cack-handed combat.

STREET FIGHTER EX3
Publisher> Capcom
Version> PAL **Issue**> #05 — 79
A worthwhile update of an elderly series.

TEKKEN 4
Publisher> SCEE
Version> PAL **Issue**> #27 — 90
BEST BEAT-EM-UP PS2's premier fighter.

TEKKEN TAG TOURNAMENT
Publisher> SCEE
Version> PAL **Issue**> #04 — 87
The genre-defining master of violence.

THE BOUNCER
Publisher> SCEE
Version> PAL **Issue**> #11 — 66
A passable evening's rented entertainment.

UFC: THROWDOWN
Publisher> Ubi Soft
Version> PAL **Issue**> #27 — 75
A well-realised game offering something genuinely different.

VIRTUA FIGHTER 4
Publisher> Sony
Version> NTSC **Issue**> #20 — 87
The most challenging fighter for ages.

WWE SMACKDOWN! SHUT YOUR MOUTH
Publisher> THQ
Version> PAL **Issue**> #29 — 82
Astounding for fans, adequate for everyone else.

WWF SMACKDOWN! JUST BRING IT
Publisher> THQ
Version> PAL **Issue**> #16 — 80
More a next-gen tweaking of *Know Your Role*.

X-MEN: NEXT DIMENSION
Publisher> Activision
Version> PAL **Issue**> #31 — 67
A heroic effort, let down by an uneven fighting system.

BEMANI

BRITNEY'S DANCE BEAT
Publisher> THQ
Version> PAL **Issue**> #24 — 58
Too hard for kids and too repetitive for the rest of us.

DANCE SUMMIT 2001
Publisher> Enix
Version> NTSC **Issue**> #06 — 60
Lots of funny and genuinely impressive moments.

FREQUENCY
Publisher> SCEE
Version> PAL **Issue**> #23 — 83
Fast and furious button-mashing.

GITAROO MAN
Publisher> THQ
Version> PAL **Issue**> #22 — 79
Rhythm action the way it should be.

JUNGLE BOOK GROOVE PARTY
Publisher> Ubi Soft
Version> PAL **Issue**> #10 — 50
Tiny Disney fans will enjoy it, however briefly.

MAD MAESTROS
Publisher> Eidos
Version> PAL **Issue**> #22 — 70
Entertaining, but not as inventive as *Gitaroo Man*.

PARAPPA THE RAPPER 2
Publisher> Sony
Version> NTSC **Issue**> #16 — 78
Sherbet flavoured antidote to everything that's bleak on PS2.

SPACE CHANNEL 5
Publisher> Sony
Version> PAL **Issue**> #20 — 56
Stylish, sci-fi bemani with frustrating gameplay.

DRIVING

4X4 EVOLUTION
Publisher> Take 2 Interactive
Version> PAL **Issue**> #08 — 40
An essentially dull SUV racer.

4X4 EVOLUTION 2
Publisher> Take 2 Interactive
Version> PAL **Issue**> #31 — 36
A jerky, coasting monstrosity of a game

ARCTIC THUNDER
Publisher> Midway
Version> PAL **Issue**> #16 — 58
Extremely average arcade shoot-and-race effort.

ATV OFFROAD FURY
Publisher> Sony
Version> NTSC **Issue**> #09 — 70
A pity that SCEA didn't compromise on the realism.

AUTO MODELLISTA
Publisher> Capcom
Version> NTSC **Issue**> #28 — 80
PS2's best arcade racer – but still doesn't beat *GT3*.

BIG MUTHA TRUCKERS
Publisher> Empire
Version> PAL **Issue**> #31 — 79
Rootin' tootin' redneck haulage fun.

BURNOUT
Publisher> Acclaim
Version> PAL **Issue**> #15 — 88
An ideal foil to *GT3*'s smart-arsed sensibilities.

MORE REVIEWS OVER THE PAGE...

ABSOLUTE PS2

"YOUR BEST FRIEND IN THE GAME-BUYING MINEFIELD"

BURNOUT 2: POINT OF IMPACT — 91
Publisher> Acclaim
Version> PAL **Issue**> #28
Beautiful, emotional racing. Essential.

C.A.R.T. FURY — 65
Publisher> Midway
Version> PAL **Issue**> #12
The action is pacey, but the dodgy graphics let it down.

CIRCUS MAXIMUS: CHARIOT WARS — 55
Publisher> THQ
Version> PAL **Issue**> #25
Gimmicky racer with paper-thin novelty value.

COLIN MCRAE RALLY 3 — 88
Publisher> Codemasters
Version> PAL **Issue**> #29
McRae's long-awaited PS2 debut is a triumph.

CRASHED — 31
Publisher> Rage
Version> PAL **Issue**> #28
Half-hearted effort that feels like a bonus section.

DOWNFORCE — 64
Publisher> Titus
Version> PAL **Issue**> #23
Adequate F1 racing, but a little too predictable

DRIVEN — 46
Publisher> Bam! Entertainment
Version> PAL **Issue**> #17
Dumb, vacuous, tired and shallow

DRIVING EMOTION TYPE-S — 57
Publisher> Squaresoft
Version> PAL **Issue**> #01
Over-realistic handling makes it damn-near unplayable.

DROME RACERS — 50
Publisher> EA
Version> PAL **Issue**> #31
The Sunny Delight of futuristic racers.

EXTREME-G 3 — 60
Publisher> Acclaim
Version> PAL **Issue**> #13
Close, but absolutely miles away at the same time

FERRARI F355 CHALLENGE — 67
Publisher> SCEE
Version> PAL **Issue**> #27
A stylish effort that's just too damn hard for its own good.

FORMULA ONE 2001 — 84
Publisher> Sony
Version> PAL **Issue**> #09
A rewarding challenge for anyone willing to rise to it.

FORMULA ONE 2002 — 68
Publisher> SCEE
Version> PAL **Issue**> #29
The most complete package yet, let down by stupid errors.

F1 2001 — 84
Publisher> EA
Version> PAL **Issue**> #15
An accessible racer for everyone, with depth for veterans.

F1 2002 — 84
Publisher> EA
Version> PAL **Issue**> #24
One of the most accessible simulators we've seen.

F1 CHAMPIONSHIP SEASON 2000 — 47
Publisher> EA
Version> PAL **Issue**> #05
A poor quality title – basically a PSone game on PS2.

F1 RACING CHAMPIONSHIP — 66
Publisher> Ubi Soft
Version> PAL **Issue**> #07
Fine – just don't expect too much of it.

FREEKSTYLE — 59
Publisher> EA
Version> PAL **Issue**> #25
A pastiche of *SSX* without the originality or depth.

G-SURFERS — 49
Publisher> Midas
Version> PAL **Issue**> #16
Spend 40 quid on a Scalextric kit instead

GRAND PRIX CHALLENGE — 85
Publisher> Infogrames
Version> PAL **Issue**> #31
A playable and beautifully realised racer.

GRAN TURISMO 3 — 93
Publisher> Sony
Version> PAL **Issue**> #13
BEST RACING TITLE Astounds and challenges.

GRAN TURISMO CONCEPT 2002 TOKYO-GENEVA — 79
Publisher> SCEE
Version> PAL **Issue**> #25
Dumbed down version of *GT3*: short but playable.

GTC: AFRICA — 74
Publisher> Rage
Version> PAL **Issue**> #16
Lovely to look at, but uninspiring to play

GUMBALL 3000 — 73
Publisher> SCi
Version> PAL **Issue**> #29
Superfast road racing that's fun while it lasts.

HOTWHEELS VELOCITY X MAXIMUM JUSTICE — 51
Publisher> THQ
Version> PAL **Issue**> #31
A pleasant enough way of spending a couple of hours.

JET ION GP — 07
Publisher> Ubi Soft
Version> PAL **Issue**> #23
Worst PS2 game ever 'Nuff said

JET SKI RIDERS — 38
Publisher> Eidos
Version> PAL **Issue**> #18
About as half as good as *Splashdown* in every respect.

KNIGHT RIDER — 27
Publisher> Koch Media
Version> PAL **Issue**> #30
An ill-conceived and painful little game.

LEGO RACERS 2 — 42
Publisher> Lego Software
Version> PAL **Issue**> #18
Simple racing for tots with some decent construction.

LE MANS 24 HOURS — 73
Publisher> Infogrames
Version> PAL **Issue**> #12
Can't compete with *GT3* in an already crowded field.

LOONY TUNES SPACE RACE — 65
Publisher> Infogrames
Version> PAL **Issue**> #19
A simple game, but provides smooth thrills and giggles.

LOTUS CHALLENGE — 60
Publisher> Virgin Interactive
Version> PAL **Issue**> #16
Cloying controls + poor racing = lacklustre experience

MASTER RALLYE — 55
Publisher> Microids
Version> PAL **Issue**> #24
Fun but flawed – it smacks of an early release.

MICRO MACHINES — 59
Publisher> Infogrames
Version> PAL **Issue**> #30
A game of its time – which was about seven years ago.

MIDNIGHT CLUB — 72
Publisher> Take 2
Version> PAL **Issue**> #03
Some nice touches that are compromised by the graphics.

MOTO GP2 — 71
Publisher> Namco
Version> PAL **Issue**> #19
Solid racing and a few extras, but no great shakes.

MX 2002 — 78
Publisher> THQ
Version> PAL **Issue**> #14
Not the fusion of racer and sim that it tries to be.

MX RIDER — 62
Publisher> Atari
Version> PAL **Issue**> #15
An ordinary addition to an ordinary racing genre.

MX SUPERFLY — 72
Publisher> THQ
Version> PAL **Issue**> #27
Better than *Freekstyle* – but not the best.

NEED FOR SPEED — 88
Publisher> EA
Version> PAL **Issue**> #29
Adrenaline-scorched racing.

NY RACE — 40
Publisher> Wanadoo
Version> PAL **Issue**> #17
Manages to enrage and bore at the same time

PARIS-DAKAR RALLY — 60
Publisher> Acclaim
Version> PAL **Issue**> #15
Intriguing racer with uninspired and tepid presentation.

PENNY RACERS — 43
Publisher> Midas
Version> PAL **Issue**> #16
A bright and solid dinky racer. Cheap as well.

PRO RALLY 2002 — 68
Publisher> Ubi Soft
Version> PAL **Issue**> #22
Passable induction to rallying, but not as good as *WRC*.

RALLY CHAMPIONSHIP — 56
Publisher> SCi
Version> PAL **Issue**> #24
An average game with the occasional bad bit.

RALLY FUSION: RACE OF CHAMPIONS — 68
Publisher> Activision
Version> PAL **Issue**> #29
One of the better B-list rally games.

RC REVENGE PRO — 56
Publisher> Acclaim
Version> PAL **Issue**> #04
A diverting racer that doesn't take itself too seriously.

RIDGE RACER 5 — 72
Publisher> Namco
Version> PAL **Issue**> #01
Fast, undeniably attractive and always fun to play.

RIDING SPIRITS — 46
Publisher> Bam! Entertainment
Version> PAL **Issue**> #27
Fairly reasonable motorbike jaunt, but quite frustrating.

RUMBLE RACING — 76
Publisher> EA
Version> PAL **Issue**> #10
Arcade-style knockabout racing at its idiotic best.

SHOX — 61
Publisher> EA
Version> PAL **Issue**> #28
Fails to show off enough to make it a must-have.

SMUGGLER'S RUN — 75
Publisher> Take 2
Version> PAL **Issue**> #03
Not enough one-player depth to really engage.

SMUGGLER'S RUN 2: HOSTILE TERRITORY — 77
Publisher> Take 2
Version> PAL **Issue**> #17
Too intense and samey.

SPLASHDOWN — 75
Publisher> Atari
Version> PAL **Issue**> #16
High-adrenaline racing can't atone for the lack of innovation.

STAR WARS: SUPER BOMBAD RACING — 45
Publisher> Activision
Version> PAL **Issue**> #11
A flawed karter despite having a diddy Darth Maul.

STUNT GP — 38
Publisher> Titus
Version> PAL **Issue**> #16
We can't be arsed to play this again and neither will you.

STUNTMAN — 74
Publisher> Atari
Version> PAL **Issue**> #26
Frustrating, but gripping gameplay.

SUPERCAR STREET CHALLENGE — 36
Publisher> Activision
Version> PAL **Issue**> #18
Spend £30 on *Burnout* instead – this is a waste of time.

SUPER TRUCKS — 45
Publisher> Jester Interactive
Version> PAL **Issue**> #22
Slow and bland – will only appeal to Super Truck fans.

TD OVERDRIVE — 64
Publisher> Infogrames
Version> PAL **Issue**> #23
Fast and fun, but lacks innovation.

TEST DRIVE: OFFROAD WIDE OPEN — 44
Publisher> Infogrames
Version> PAL **Issue**> #16
No originality – it's more reliant on luck than skill.

THE FLINTSTONES: VIVA ROCK VEGAS — 13
Publisher> Swing! Entertainment
Version> PAL **Issue**> #18
Utterly rubbish.

THE SIMPSONS ROAD RAGE — 76
Publisher> EA
Version> PAL **Issue**> #16
Feels lightweight next to *Crazy Taxi*. But great design.

TOCA RACE DRIVER — 82
Publisher> Codemasters
Version> PAL **Issue**> #26
Stylish storytelling – but just not as good as *GT3*.

TOKYO XTREME RACER — 38
Publisher> Ubi Soft
Version> PAL **Issue**> #13
No taunts, betting or revving up at the lights. Weak.

TOP GEAR DARE DEVIL — 62
Publisher> Planet
Version> PAL **Issue**> #04
Like an attractive 3D *Pac-Man*, only in small cars.

TOTAL IMMERSION RACING — 74
Publisher> Empire Interactive
Version> PAL **Issue**> #31
A well-executed, albeit less in-depth *GT3* substitute.

V-RALLY 3 — 81
Publisher> Infogrames
Version> PAL **Issue**> #24
A solid satisfying racer.

WACKY RACES — 63
Publisher> Infogrames
Version> PAL **Issue**> #11
Looks nice, but let down by some really annoying flaws

WILD WILD RACING — 71
Publisher> Rage
Version> PAL **Issue**> #03
Frustrating controls make this an exasperating ride.

WIPEOUT FUSION — 73
Publisher> Sony
Version> PAL **Issue**> #19
Other killer apps on PS2 relegate this to a shiny sequel.

WORLD RALLY CHAMPIONSHIP — 87
Publisher> SCEE
Version> PAL **Issue**> #17
Looks ace and handles brilliantly.

WORLD RALLY CHAMPIONSHIP 2 EXTREME — 85
Publisher> SCEE
Version> PAL **Issue**> #29
One for true enthusiasts and no-one else

WRECKLESS: THE YAKUZA MISSIONS — 38
Publisher> Activision
Version> PAL **Issue**> #30
Brainless, loud and daft.

XTREME EXPRESS — 60
Publisher> Midas
Version> PAL **Issue**> #29
Bizarre and original enough to warrant 15 quid.

FIRST-PERSON SHOOTER

DEUS EX: THE CONSPIRACY — 88
Publisher> Eidos
Version> PAL **Issue**> #22
Clever, pacey and plot-heavy. Most detailed FPS yet.

HALF-LIFE — 90
Publisher> Vivendi
Version> PAL **Issue**> #16
If you've not played it on PC it's a must.

JAMES BOND 007 IN... AGENT UNDER FIRE
Publisher> EA
Version> PAL **Issue**> #17 **88**
Every element thrown in so fast you can't help but enjoy it.

JAMES BOND 007 IN... NIGHTFIRE
Publisher> EA
Version> PAL **Issue**> #30 **78**
Agent Under Fire reheated.

KING'S FIELD: THE ANCIENT CITY
Publisher> Metro3D Inc.
Version> PAL **Issue**> #24 **54**
Moody and incompetent RPG – only for hardcore fans.

MEDAL OF HONOR: FRONTLINE
Publisher> EA
Version> PAL **Issue**> #23 **89**
A supremely atmospheric and absorbing experience.

QUAKE 3 REVOLUTION
Publisher> Bullfrog
Version> PAL **Issue**> #08 **85**
Bridging the gap where *Unreal* ends and *TimeSplitters* begins.

RED FACTION
Publisher> THQ
Version> PAL **Issue**> #11 **88**
An entertaining action adventure that's not without flaws.

RED FACTION 2
Publisher> THQ
Version> PAL **Issue**> #29 **85**
An enjoyably brainless, highly destructive romp.

RESIDENT EVIL SURVIVOR 2 CODE: VERONICA
Publisher> Capcom
Version> PAL **Issue**> #20 **41**
Slow, tedious and about as chilling as a week-old kitten.

SOLDIER OF FORTUNE: GOLD EDITION
Publisher> Codemasters
Version> PAL **Issue**> #23 **64**
A PC port that's a fraction of the game it should be.

STAR TREK VOYAGER: ELITE FORCE
Publisher> Codemasters
Version> PAL **Issue**> #23 **75**
Frayed around the edges, but it plays tightly enough.

SUM OF ALL FEARS, THE
Publisher> Ubi Soft
Version> PAL **Issue**> #29 **57**
Repetitive, short and unimaginative.

TIMESPLITTERS
Publisher> Eidos
Version> PAL **Issue**> #04 **86**
Great multiplayer, challenges and Level Editor

TIMESPLITTERS 2
Publisher> Eidos
Version> PAL **Issue**> #28 **95**
BEST FPS TITLE Zen-balanced gameplay.

TUROK EVOLUTION
Publisher> Acclaim
Version> PAL **Issue**> #27 **71**
A conventional shooter that replicates rather than innovates

UNREAL TOURNAMENT
Publisher> Infogrames
Version> PAL Issue> #07 **82**
Excellent single-player mode. Fails badly in multiplayer.

FLIGHT SIM

ACE COMBAT 4: SHATTERED SKIES
Publisher> Namco
Version> NTSC **Issue**> #17 **80**
Superb in places with some genuinely thrilling moments.

DRAGON RAGE
Publisher> 3DO
Version> PAL **Issue**> #23 **43**
Uninspiring, prosaic and lifeless.

LETHAL SKIES
Publisher> THQ
Version> PAL **Issue**> #27 **63**
More Fökker than F14 – this flawed flier fails to take off

RC SPORTS COPTER CHALLENGE
Publisher> Xicat Interactive
Version> PAL **Issue**> #29 **36**
About as much fun as pulling your eyelashes out.

SKY ODYSSEY
Publisher> SCEE
Version> PAL **Issue**> #08 **79**
Hugely addictive with a real sensation of flight. Chilled.

MECH

ARMORED CORE 2
Publisher> Ubi Soft
Version> PAL **Issue**> #06 **54**
Awkward controls, tiny arenas and spiteful difficulty.

ARMORED CORE 2: ANOTHER AGE
Publisher> Metro
Version> PAL **Issue**> #24 **56**
Bigger does not mean better – there's just more flaws.

GUN GRIFFON BLAZE
Publisher> Virgin
Version> PAL **Issue**> #06 **70**
Big respect from us.

RING OF RED
Publisher> Konami
Version> PAL **Issue**> #10 **74**
Lush battles and loads of strategy – a bit like chess.

ROBOTECH: BATTLECRY
Publisher> TDK Mediactive
Version> PAL **Issue**> #30 **69**
Possibly the best-looking cartoon robot game out there.

ROBOT WARLORDS
Publisher> Midas Interactive
Version> PAL **Issue**> #08 **46**
A derivative title that's very average

ROBOT WARS: ARENAS OF DESTRUCTION
Publisher> BBC
Version> PAL **Issue**> #16 **63**
Panic action that'll leave you grinning.

ZONE OF THE ENDERS
Publisher> Konami
Version> PAL **Issue**> #07 **84**
BEST MECH TITLE Short, but intense battling action.

PLATFORMER

APE ESCAPE 2
Publisher> SCEI
Version> NTSC **Issue**> #30 **80**
Exactly like the original, only bigger and more attractive.

CRASH BANDICOOT: THE WRATH OF CORTEX
Publisher> Vivendi
Version> PAL **Issue**> #17 **66**
Next-gen reworking of Crash's 32-bit past glories.

DISNEY'S DINOSAUR
Publisher> Ubi Soft
Version> PAL **Issue**> #05 **35**
A lame game launched on the back of a successful film.

DISNEY'S STITCH: EXPERIMENT 626
Publisher> Disney
Version> PAL **Issue**> #27 **64**
A capable and enjoyable platformer. If you're six

DONALD DUCK: QUACK ATTACK
Publisher> Ubi Soft
Version> PAL **Issue**> #06 **29**
Stunningly basic and enormously dull. . even for kids

EVIL TWIN: CYPRIEN'S CHRONICLES
Publisher> Ubi Soft
Version> PAL **Issue**> #19 **30**
Commits every platform sin and the plot's baffling.

FREAK OUT
Publisher> Swing! AG Media
Version> PAL **Issue**> #13 **79**
Nearly a classic – but repetitive with a short lifespan.

FROGGER
Publisher> KCEA
Version> PAL **Issue**> #22 **25**
For easily impressed children only.

GIFT
Publisher> Acclaim
Version> PAL **Issue**> #12 **51**
More playable and less 'weird' would've helped.

HAVEN: CALL OF THE KING
Publisher> Midway
Version> PAL **Issue**> #29 **81**
Excellent ideas in need of some pruning.

JAK & DAXTER
Publisher> Sony
Version> PAL **Issue**> #18 **85**
Massive, gently enthralling and fun.

KLONOA 2
Publisher> Namco
Version> PAL **Issue**> #10 **73**
Visually beautiful with well-machined gameplay.

MAXIMO
Publisher> Konami
Version> PAL **Issue**> #20 **84**
Ace for hardcore gamers, but very tricky in places.

MONSTERS, INC.
Publisher> Sony
Version> PAL **Issue**> #19 **41**
Cunning use of cutscenes doesn't make a decent game.

PETER PAN: LEGEND OF NEVERLAND
Publisher> Sony
Version> PAL **Issue**> #20 **50**
A decent adventure for pre-school sprogs

PORTAL RUNNER
Publisher> 3DO
Version> PAL **Issue**> #16 **55**
Masks solid platforming behind unbalanced level design.

RATCHET & CLANK
Publisher> SCEE
Version> PAL **Issue**> #29 **91**
BEST PLATFORMER A labour of love on every crafted level.

RAYMAN
Publisher> Ubi Soft
Version> PAL **Issue**> #18 **48**
A blend of racer/platform/shooter, and a right mess, too.

RAYMAN REVOLUTION
Publisher> Ubi Soft
Version> PAL **Issue**> #05 **68**
The characters are for kids, the gameplay's for adults.

SCOOBY-DOO: NIGHT OF 100 FRIGHTS
Publisher> THQ
Version> PAL **Issue**> #25 **64**
Competently designed, by-the-numbers platforming.

SLY RACCOON
Publisher> SCEE
Version> PAL **Issue**> #31 **80**
Beautifully cel-shaded thief-em-up.

SPYRO: ENTER THE DRAGONFLY
Publisher> Universal Interactive
Version> PAL **Issue**> #30 **68**
A breezy, traditional platformer.

TAZ: WANTED
Publisher> Infogrames
Version> PAL **Issue**> #28 **70**
Great fun for a quick platforming fix.

TREASURE PLANET
Publisher> Sony
Version> PAL **Issue**> #29 **75**
Not that polished, but not a decision you'd regret.

TY THE TASMANIAN TIGER
Publisher> EA
Version> PAL **Issue**> #29 **50**
Made with the most soulless corporate agenda in the world.

PUZZLE

AQUA AQUA
Publisher> SCI
Version> PAL **Issue**> #04 **71**
A solid, if slightly small, puzzler.

EGGO MANIA
Publisher> Kemco
Version> PAL **Issue**> #27 **40**
Pointless reshuffle of the old puzzle-game mainstays.

FANTAVISION
Publisher> SCEE
Version> PAL **Issue**> #01 **85**
BEST PUZZLE TITLE It lacks variety, but it's fabulous fun.

KURI KURI MIX
Publisher> Empire Interactive
Version> PAL **Issue**> #10 **78**
Proves that puzzlers don't have to be about blocks

MR MOSKEETO
Publisher> Eidos
Version> PAL **Issue**> #22 **52**
Odd, boring and average. More strange than fun.

SUPER BUST-A-MOVE
Publisher> Acclaim
Version> PAL **Issue**> #04 **78**
Little more than a buffing up of the classic game.

TETRIS WORLDS
Publisher> THQ
Version> PAL **Issue**> #23 **32**
Pointless fingering of an old-skool puzzler.

THE WEAKEST LINK
Publisher> Activision
Version> PAL **Issue**> #16 **60**
Stinks of quality and does the job properly.

WHO WANTS TO BE A MILLIONAIRE 2
Publisher> Eidos
Version> PAL **Issue**> #17 **53**
If you're having a crap party then rent this.

RPG

DARK CLOUD
Publisher> Sony
Version> PAL **Issue**> #11 **81**
Manages to mould RPGs into something refreshing.

EPHEMERAL FANTASIA
Publisher> Konami
Version> PAL **Issue**> #12 **80**
Smells of entertainment rather than drudgery.

EVERBLUE
Publisher> Capcom
Version> PAL **Issue**> #24 **51**
There's no excitement here at all. Put that cash away.

MORE REVIEWS OVER THE PAGE...

ABSOLUTE PS2

"YOUR BEST FRIEND IN THE GAME-BUYING MINEFIELD"

ETERNAL RING
Publisher> Agetec
Version> PAL **Issue**> #02 — 35
An uninspired, sluggish RPG. Very poor.

FINAL FANTASY 10
Publisher> SCEE
Version> PAL **Issue**> #23 — 91
BEST RPG The game that all the others want to be.

GRANDIA 2
Publisher> Ubi Soft
Version> PAL **Issue**> #23 — 45
Dated and dire. The combat system is utterly wasted.

JADE COCOON 2
Publisher> Ubi Soft
Version> PAL **Issue**> #22 — 70
Solid-enough critter-battling gameplay.

KINGDOM HEARTS
Publisher> SCEE
Version> PAL **Issue**> #29 — 88
Instantly accessible and beautifully realised.

LEGAIA 2: DUEL SAGA
Publisher> Eidos
Version> PAL **Issue**> #28 — 59
Attempts to put a new spin on the RPG, but falls short.

ORPHEN
Publisher> Activision
Version> PAL **Issue**> #04 — 56
A brash attempt to defy RPG with facile gameplay.

SHADOW OF MEMORIES
Publisher> Konami
Version> PAL **Issue**> #06 — 80
Play through it a few times to really appreciate it.

SUMMONER
Publisher> THQ
Version> PAL **Issue**> #07 — 70
A game with massive aspirations.

SUMMONER 2
Publisher> THQ
Version> PAL **Issue**> #29 — 73
Usurps the original, but not much inspiration or invention.

WILD ARMS 3
Publisher> Ubi Soft
Version> PAL **Issue**> #33 — 71
Surprisingly non-plodding and punchy for a role player.

SHOOT-EM-UP

ARMY MEN AIR ATTACK: BLADE'S REVENGE
Publisher> 3DO
Version> PAL **Issue**> #11 — 47
Encouraging, but looks terrible and it's very linear.

ARMY MEN: GREEN ROGUE
Publisher> 3DO
Version> PAL **Issue**> #11 — 18
Repetitive, flawed and utterly lamentable. Don't bother.

ARMY MEN: SARGE'S HEROES 2
Publisher> 3DO
Version> PAL **Issue**> #09 — 40
A lazy banged-together rehash of established concepts

CONTRA: SHATTERED SOLDIER
Publisher> Konami Europe
Version> PAL **Issue**> #33 — 52
It's a classic... but then so was *Warlords of Atlantis*.

DINO STALKER
Publisher> Capcom
Version> PAL **Issue**> #26 — 58
Capcom's best lightgun game yet, but still too lumbering.

ENDGAME
Publisher> Empire
Version> PAL **Issue**> #25 — 49
Hackneyed lightgun game with no replay value.

FIREBLADE
Publisher> Midway
Version> PAL **Issue**> #24 — 68
Thrilling early on, but slack gameplay in stealth mode.

FUR FIGHTERS
Publisher> Acclaim
Version> PAL **Issue**> #10 — 86
BEST SHOOT-EM-UP Lots of stuff to do, humour and extras.

GUNGRAVE
Publisher> Sega
Version> NTSC **Issue**> #27 — 79
Criminally short, but impossibly cool.

GUNGRAVE
Publisher> Activision
Version> PAL **Issue**> #30 — 68
Big fun, but tiny, *tiny* gameplay.

IRON ACES 2
Publisher> Xicat Interactive
Version> PAL **Issue**> #20 — 17
A confusing travesty that looks absolutely terrible.

MOTOR MAYHEM
Publisher> Infogrames
Version> PAL **Issue**> #15 — 63
Dumb knockabout fun – like a diet version of *Twisted Metal*.

NINJA ASSAULT
Publisher> SCEE
Version> PAL **Issue**> #27 — 68
Entertaining enough, but comes up short everywhere.

POLAROID PETE
Publisher> JVC
Version> PAL **Issue**> #18 — 35
A bizarre scrolling 2D snapper that lacks any substance.

POLICE 24/7
Publisher> Konami
Version> PAL **Issue**> #19 — 49
Only a pathetic 14 minutes long in Story mode

REZ
Publisher> Sony
Version> PAL **Issue**> #18 — 66
Clever, but not half as innovative as it thinks it is.

SILENT SCOPE 2
Publisher> Konami
Version> PAL **Issue**> #16 — 67
After an evening with this you'll have had your fill.

SILENT SCOPE 3
Publisher> Konami
Version> PAL **Issue**> #31 — 54
We completed this in four hours. *Four hours*

STAR WARS: JEDI STARFIGHTER
Publisher> Activision
Version> PAL **Issue**> #22 — 80
Accomplished, attractive, plot-driven and bloody good fun

STAR WARS: STARFIGHTER
Publisher> Activision
Version> PAL **Issue**> #09 — 85
Atmospheric, exciting, and full of explosions.

TIME CRISIS 2
Publisher> Sony
Version> PAL **Issue**> #16 — 78
A fantastic coin-op conversion.

THUNDERHAWK: OPERATION PHOENIX
Publisher> Eidos
Version> PAL **Issue**> #14 — 70
An explosive charge into occupied territory

TOP GUN: COMBAT ZONE
Publisher> Virgin Interactive
Version> PAL **Issue**> #16 — 67
Limited, low-level mission structure.

TWIN CALIBER
Publisher> Rage
Version> PAL **Issue**> #28 — 32
Nice idea, poorly handled.

TWISTED METAL: BLACK
Publisher> Sony
Version> PAL **Issue**> #13 — 80
Fast and frenetic – we like the way this sick carnage plays.

UNDERWATER UNIT
Publisher> Irem
Version> NTSC **Issue**> #25 — 62
Attractive and playable aquatic combat.

VIRTUA COP: ELITE EDITION
Publisher> Acclaim
Version> PAL **Issue**> #30 — 44
Looks as tired as it plays.

WDL THUNDER TANKS
Publisher> 3DO
Version> PAL **Issue**> #06 — 69
It's basic and linear, but get into it and it's surprisingly fun.

WDL WAR JETZ
Publisher> 3DO
Version> PAL **Issue**> #11 — 29
Halliwell-thin and totally inadequate gameplay.

SIM

ALEX FERGUSON'S PLAYER MANAGER
Publisher> 3DO
Version> PAL **Issue**> #15 — 65
Thorough and insightful, but could get up your nose.

LMA MANAGER
Publisher> Codemasters
Version> PAL **Issue**> #22 — 86
The best football management sim you can get for PS2.

LMA MANAGER 2003
Publisher> Codemasters
Version> PAL **Issue**> #29 — 84
Fabulously well implemented and easy to grasp.

PREMIER MANAGER
Publisher> Zoo Digital Publishing
Version> PAL **Issue**> #31 — 80
A stress-free introduction to football management

THEME PARK WORLD
Publisher> EA
Version> PAL **Issue**> #05 — 68
Capable of running itself without any help from you.

SIMS, THE
Publisher> EA
Version> PAL **Issue**> #31 — 85
Genuine effort has been put into the conversion.

SPORT

2002 FIFA WORLD CUP
Publisher> EA
Version> PAL **Issue**> #22 — 71
Nearly great but too much focus on individual flair.

AGGRESSIVE INLINE
Publisher> Acclaim
Version> PAL **Issue**> #24 — 83
Very entertaining. Almost a contender to the *Hawk* crown.

AIRBLADE
Publisher> Sony
Version> PAL **Issue**> #16 — 77
Not deep enough to offer limitless trick potential.

ALL-STAR BASEBALL 2002
Publisher> Acclaim
Version> PAL **Issue**> #10 — 72
A quality two-player game of hardball.

ALL-STAR BASEBALL 2003
Publisher> Acclaim
Version> PAL **Issue**> #23 — 74
Impressive gameplay, but a little pedestrian.

ALPINE RACER 3
Publisher> SCEE
Version> PAL **Issue**> #31 — 31
An utterly pointless release.

BASS STRIKE
Publisher> THQ
Version> PAL **Issue**> #18 — 64
A bit ropey looking and retro but competent.

BMX XXX
Publisher> Acclaim
Version> PAL **Issue**> #30 — 58
Good core gameplay lost in a treacle of humourless smut.

CENTRE COURT HARDHITTER
Publisher> Midas
Version> PAL **Issue**> #19 — 62
Poor one-player – the four-player is ace, though.

CRICKET 2002
Publisher> EA
Version> PAL **Issue**> #18 — 41
A ham-fisted effort that's rotten to look at and to play.

DAVE MIRRA FREESTYLE BMX 2
Publisher> Acclaim
Version> PAL **Issue**> #14 — 76
Bugs aside, this still has some impressive moves on PS2

DAVID BECKHAM SOCCER
Publisher> Rage
Version> PAL **Issue**> #24 — 24
A tragic attempt at a footie game. Barely playable

ESPN NBA 2NIGHT
Publisher> Konami
Version> PAL **Issue**> #07 — 59
Solid, but let down by unforgivable graphical glitches.

ESPN NBA 2NIGHT 2002
Publisher> Konami
Version> PAL **Issue**> #24 — 72
Great graphics, but it still lags behind the NBA series.

ESPN INTERNATIONAL TRACK & FIELD
Publisher> Konami
Version> PAL **Issue**> #04 — 63
A jolt of bemani can't save it from looking tired.

ESPN INTERNATIONAL WINTER SPORTS
Publisher> Konami
Version> PAL **Issue**> #20 — 55
Immaculate presentation but lacks any variety

ESPN NATIONAL HOCKEY NIGHT
Publisher> Konami
Version> PAL **Issue**> #09 — 68
Bang up-to-date. Marred by a reliance on character stats

ESPN X GAMES SKATEBOARDING
Publisher> Konami
Version> PAL **Issue**> #15 — 62
A flawed compromise of reality and fantasy.

ESPN WINTER X GAMES SNOWBOARDING
Publisher> Konami
Version> PAL **Issue**> #04 — 70
The unforgiving learning curve may put the curious off.

ESPN WINTER X GAMES SNOWBOARDING 2
Publisher> Konami
Version> PAL **Issue**> #20 — 69
The authenticity's admirable, but the poor Career mode isn't

FIFA 2002
Publisher> EA
Version> PAL **Issue**> #16 — 69
Flawed play and patchy presentation.

FIFA 2003
Publisher> EA
Version> PAL **Issue**> #29 — 81
A refreshing alternative, and a huge improvement.

FOOTBALL MANIA
Publisher> Silicon Dreams/EA
Version> PAL **Issue**> #29 — 49
Nowhere near as much fun as it appears.

G1 JOCKEY
Publisher> THQ
Version> PAL **Issue**> #22 — 39
Joyless horse racing sim, without polish or imagination.

GRAVITY GAMES BIKE: STREET. VERT. DIRT.
Publisher> Midway
Version> PAL **Issue**> #28 — 48
Too hard, too restrictive and not enough initiative.

HIGH HEAT MAJOR LEAGUE BASEBALL 2003
Publisher> 3DO
Version> PAL **Issue**> #24 — 71
An arcadey alternative to *All-Star*.

INTERNATIONAL CUE CLUB
Publisher> Midas Interactive
Version> PAL **Issue**> #24 — 56
No PS2 magic here, but at £15 a pop, who cares?

INTERNATIONAL LEAGUE SOCCER
Publisher> Eon
Version> PAL **Issue**> #12 — 07
A rubbish game, repackaged and aimed at young fans.

ISS2
Publisher> Konami
Version> PAL **Issue**> #22 — 55
Full of promise, but delivers a poor performance.

JONNY MOSELEY MAD TRIX
Publisher> 3DO
Version> PAL **Issue**> #20 — 38
About as mad as a pair of brown brogues. Very dull.

KELLY SLATER'S PRO SURFER
Publisher> Activision
Version> PAL **Issue**> #28 — 75
Slickly-produced, hard-working water-borne fun.

KNOCKOUT KINGS 2001
Publisher> EA
Version> PAL **Issue**> #07 — 79
Compromised by some nasty graphical glitches.

LAKEMASTERS EX
Publisher> Midas Games
Version> PAL **Issue**> #22 — 36
Half the price of *Bass Strike*, and half the game as well.

LEGENDS OF WRESTLING
Publisher> Acclaim
Version> PAL **Issue**> #18 — 71
For veteran 'smart marks' – fantastic. A worthwhile effort.

LEGENDS OF WRESTLING 2
Publisher> Acclaim
Version> PAL **Issue**> #33 — 68
One for hardcore wrestling fans only.

LE TOUR DE FRANCE
Publisher> Konami
Version> PAL **Issue**> #23 — 75
Engaging, but not to everyone's taste.

MADDEN NFL 2002
Publisher> EA
Version> PAL **Issue**> #15 — 87
If you own *Madden 2001*, it's definitely time for a trade-in.

MADDEN 2003
Publisher> EA
Version> PAL **Issue**> #28 — 88
A lesson in how to make the definitive sports simulation.

MIKE TYSON HEAVYWEIGHT BOXING
Publisher> Codemasters
Version> PAL **Issue**> #23 — 61
No match for *Knockout*.

NBA LIVE 2001
Publisher> EA
Version> PAL **Issue**> #07 — 72
A mostly successful translation.

NBA LIVE 2002
Publisher> EA
Version> PAL **Issue**> #17 — 70
Legible tattoos don't enhance a simple roster update.

NBA LIVE 2003
Publisher> EA
Version> PAL **Issue**> #31 — 82
Not perfect, but going in the right direction

NBA HOOPZ
Publisher> Midway
Version> PAL Issue> #07 — 70
As fun as the *NBA Jam* series ever was.

NBA STREET
Publisher> EA
Version> PAL **Issue**> #11 — 74
A funky take on basketball that's hard-hitting instant fun.

NEXT GENERATION TENNIS
Publisher> Wanadoo
Version> PAL **Issue**> #25 — 61
Not the greatest tennis game ever, and hard work.

NHL 2002
Publisher> EA
Version> PAL **Issue**> #15 — 70
The gameplay's tight and the visors shiny.

NHL 2003
Publisher> EA
Version> PAL **Issue**> #28 — 69
No spark, not much fun.

NHL HITZ 2002
Publisher> Midway
Version> PAL **Issue**> #16 — 72
A belting title that transcends its steep learning curve.

NHL HITZ 2003
Publisher> Midway
Version> PAL **Issue**> #28 — 80
A solid-hitting hockey game.

POOL MASTER
Publisher> Take 2
Version> PAL **Issue**> #05 — 45
Skimps in the areas it should be concentrating on.

PRO EVOLUTION SOCCER
Publisher> Konami
Version> PAL **Issue**> #16 — 95
BEST FOOTBALL TITLE Faultless footy. Crap commentary.

PRO EVOLUTION SOCCER 2
Publisher> Konami
Version> PAL **Issue**> #29 — 94
Konami retains the PS2 footy crown.

READY 2 RUMBLE: ROUND 2
Publisher> Midway
Version> PAL **Issue**> #04 — 82
Boxing that looks good and makes you laugh.

RED CARD
Publisher> Midway
Version> PAL **Issue**> #23 — 80
Arcade-paced action – not as good as *Pro Evolution*.

RUGBY
Publisher> EA
Version> PAL **Issue**> #10 — 80
A damn fine – if a little simple at times – game of rugby.

SALT LAKE 2002
Publisher> Eidos
Version> PAL **Issue**> #19 — 39
None of the punch of an arcader or the substance of a sim.

SEGA SOCCER SLAM
Publisher> Infogrames
Version> PAL **Issue**> #30 — 36
A lazy attempt at 'fun' footy.

SHAUN PALMER'S PRO SNOWBOARDER
Publisher> Activision
Version> PAL **Issue**> #18 — 35
Lacks the flair and playability of both *Tricky* and *THPS3*.

SIMPSONS SKATEBOARDING, THE
Publisher> EA
Version> PAL **Issue**> #33 — 09
Worst. Game. Everrr. Nearly.

SMASH COURT TENNIS: PRO TOURNAMENT
Publisher> SCEE
Version> PAL **Issue**> #23 — 87
Up there with the best sports titles on PS2.

SLAM TENNIS
Publisher> Infogrames
Version> PAL **Issue**> #25 — 77
Smart arcade-style tennis sim – similar to *Virtua Tennis*.

SSX TRICKY
Publisher> EA
Version> PAL **Issue**> #16 — 95
Very cool. Compulsive gameplay and riotous effects.

STREET HOOPS
Publisher> Activision
Version> PAL **Issue**> #28 — 64
Gameplay imbalance turns this into a B-ball also-ran

SVEN-GORAN ERIKSSON'S WORLD CUP CHALLENGE
Publisher> 3DO
Version> PAL **Issue**> #26 — 08
An absolute shocker.

SWING AWAY GOLF
Publisher> EA
Version> PAL **Issue**> #05 — 70
A round of golf with ludicrous cartoon characters.

THEME PARK WORLD
Publisher> EA
Version> PAL **Issue**> #05 — 68
Capable of running itself without any help from you.

THIS IS FOOTBALL 2002
Publisher> Sony
Version> PAL **Issue**> #14 — 71
Deceptive playability with some excellent detailing.

THIS IS FOOTBALL 2003
Publisher> Sony
Version> PAL **Issue**> #28 — 74
Reasonable footy game, but an excellent player-manager.

TIGER WOODS PGA TOUR 2001
Publisher> EA
Version> PAL **Issue**> #08 — 72
It captures the feel and emotion of golf perfectly.

TIGER WOODS PGA TOUR 2003
Publisher> EA
Version> PAL **Issue**> #30 — 80
EA and Tiger bring home another winner.

TONY HAWK'S PRO SKATER 3
Publisher>Activision
Version> PAL **Issue**> #17 — 96
BEST SKATING TITLE A brilliantly-realised challenge.

TONY HAWK'S PRO SKATER 4
Publisher> Activision
Version> PAL **Issue**> #30 — 94
Free-roaming, tough and addictive

TOP ANGLER
Publisher> Xicat Interactive
Version> PAL **Issue**> #22 — 22
Don't waste your cash – this plays like a damp dog.

TRANSWORLD SURF
Publisher> Infogrames
Version> PAL **Issue**> #26 — 72
An enjoyable first attempt at digital surfing.

UEFA CHALLENGE
Publisher> Infogrames
Version> PAL **Issue**> #12 — 56
Stilted animation and odd ball movement. Shame.

UEFA CHAMPIONS LEAGUE 2001/02
Publisher> Take Two
Version> PAL **Issue**> #18 — 48
A competent footy game overwhelmed by irritating flaws.

VICTORIOUS BOXERS
Publisher> Empire Interactive
Version> PAL **Issue**> #14 — 80
This realistic boxer falls just short of greatness.

VIRTUA TENNIS 2
Publisher> Acclaim
Version> PAL **Issue**> #30 — 88
The most complete tennis game around.

WINNING ELEVEN 6
Publisher> Konami
Version> NTSC **Issue**> #24 — 93
The most divinely-balanced, free-flowing footie game ever.

WORLD CHAMPIONSHIP SNOOKER 2002
Publisher> Codemasters
Version> PAL **Issue**> #14 — 76
Captures the atmosphere and realism of the game.

WTA TOUR TENNIS
Publisher> Konami
Version> PAL **Issue**> #23 — 36
Woefully inept attempt at tarting up dull tennis.

STRATEGY

AGE OF EMPIRES 2
Publisher> Konami
Version> PAL **Issue**> #15 — 76
Overflowing with tactical subtlety.

ARMY MEN R.T.S
Publisher> 3DO
Version> PAL **Issue**> #24 — 56
One-dimensional combat melts any long-term appeal.

COMMANDOS 2: MEN OF COURAGE
Publisher> Eidos
Version> PAL **Issue**> #24 — 79
A gripping balance of action and strategy.

CONFLICT ZONE
Publisher> Ubi Soft
Version> PAL **Issue**> #22 — 79
Cheap and pretty with legions of machines.

DYNASTY TACTICS
Publisher> Koei
Version> PAL **Issue**> #29 — 59
Tidy looks, but frustrating control system.

KESSEN
Publisher> EA
Version> PAL **Issue**> #05 — 74
Takes Japanese strategy into the major league.

KESSEN 2
Publisher> KOEI
Version> NTSC **Issue**> #20 — 66
Looks epic but lacks depth. One for RTS fans

UTILITY

EJAY CLUBWORLD
Publisher> Empire Interactive
Version> PAL **Issue**> #26 — 84
A solid, fuss-free choice for the amateur DJ

MTV MUSIC GENERATOR 2
Publisher> Codemasters
Version> PAL **Issue**> #10 — 90
If there's music in your soul, this disc belongs in your PS2.

MUSIC MAKER
Publisher> FastTrak
Version> PAL **Issue**> #19 — 23
Poor – but the naff video generating element's a laugh

REMEMBER...

Absolute PS2 includes all the games you should be considering and all the lemons you should avoid. Don't even consider a purchase until you've got the only opinion on PS2 gaming that matters. Don't forget to see the DVD for our Must Buys...

IT'S NOT JUST THE WEAPONS THAT ARE SCARY

Introducing Ratchet & Clank, a deadly duo sent to save the universe from total destruction. Help them blast their way through an epic array of environments armed with the biggest weapons arsenal in the galaxy. Heaven forbid.

INSOMNIAC

uk.playstation.com
www.ratchetandclankgadgets.com

"PS" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. "The Third Place" is a trademark of Sony Computer Entertainment Europe. © 2002 Sony Computer Entertainment America, Inc. Ratchet and Clank is a trademark of Sony Computer Entertainment America, Inc. Created and Developed by Insomniac Games, Inc. Published by Sony Computer Entertainment Europe.

WALLOPER
TAUNTER
VISIBOMB
SWINGSHOT
IT'S WHO THEY BELONG TO
PlayStation.2
THE MANIC PLACE THE EXPLOSIVE PLACE THE THIRD PLACE

PLAYSTATION 2 MAGAZINE
PSM2

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PS2

プロヒント

トクセンジョウホウ

JONNIE DROVE A CONCRETE BENCH AROUND TOAD MANOR LAST NIGHT... NO, *HONESTLY*...

DAN

Seriously, publishers are all evil mentalists. Why else would they starve you of games for a whole 11 months, and then release enough AAA product to make your eyes pop out like spacehoppers?

In between reading Grimm's fairy tales to his wee bairns and playing *Burnout 2*, Jonnie's been seeing games in his sleep. Honestly, outside of the games that we've *had* to review – y'know, just for the *love* of it – there's at least ten others that are almost literally banging on the games room door shouting things like "Play me... Go on, y'know you want to... The dishes can wait till tomorrow... Look, just give us five minutes and see what happens."

Ratchet & Clank's beaming at us all coquettish-like from the disc tray room, *Kingdom Hearts* keeps blubbing mawkishly from Jonnie's special drawer of special games, while *PES2* has hard-fused into our PS2. Even lady-peek/rumble-em-up *SOS* beckons us provocatively with its inventive water-based energy system and tip-toe dynamics.

NEED HELP?

Are you cack-handed at Kessen? Boarding like a berk in SSX? Or have you got some advice you'd like to give to other readers? Then email us at psm2@futurenet.co.uk or write to us at the usual address.

But wait! Look, if you will, on those games as fat cows. No, bear with us here. And look at *ATV Offroad Fury* (say) as a *thin* cow. Now, imagine you're daytime TV's Philip Schofield bedecked in a rainbow-coloured jacket, and the implication's clear – you should stock up on these games right now in time for the summery famine ahead. You see? Even Jonnie's strange dreams can be helpful...

PSM2 PRO TIPS ARE POWERED BY AR2 V2

PSM2'S MANIFESTO

PSM2's TIPS ARE: An in-depth guide to the games you need them for. We don't devote masses of space to hopeless games, because we know you won't be buying them. Instead, we'll cover every essential title in detail, but keep you up-to-date with all the things that entertain, challenge or amuse us in our everyday gaming.

PSM2's TIPS AREN'T: Lovingly reproduced pictures of dozens of identical cars, or instructions to 'block' in fighting games or 'ease off the gas' while you're driving. You know that, don't you?

PINT OF CARLSBAD: Perfect your spine transfer without the need for a full medical team to later perform the real thing.

›the pick of what's new トクセンジョウホウ

HOT TIPS

Dropping more tips than the monkeys from PG, busting more cheats than the Inland Revenue.

TONY HAWK'S PRO SKATER 4

Once again, the hard-faced capitalist coffin dodger Hawk dons his youth-fooling hoody to pick the pockets of the worshipping minions. Hero of the counter-culture? Yeah, in his Learjet.

All codes must be entered on the Cheats menu:

Unlock everything:
watch_me_xplode

Unlock Eddie, Jango and Mike Valley:
homielist

Unlock Daisy:
(o)(o)

Permanently full Special Bar:
doasuper

Unlock Perfect manuals:
mullenpower

Unlock Perfect rails:
ssbsts

Unlock Low gravity:
superfly

Unlock Matrix mode:
nospoon

JAMES BOND 007... IN NIGHTFIRE

If you can't get out to see the latest film, then why not recreate the effect by watching an episode of On The Buses. After all, the witty ripostes are the same, and the fact that Reg

STANDING ON THE SHOULDERS OF BRYANT

Making Elvis seem like a man who spent his life at the margins, Jonnie has revealed that he spent six months roadie-ing for perennial indie failures The Inspiral Carpets, during which time he gave a boost to a then unknown Manc brawler who was trying to dismantle a tall speaker stack at an unnamed South West leisure centre. Unknown to J, that mop-topped nut job was Noel Gallagher, and Bryant's moment of kindness inspired Noel to later name an album after the event. Anyway, just to add to the sum total of human knowledge, did you know that you can replicate the surge of strength felt by our esteemed and stepladder-like Deputy Editor by entering this code during the opening movie of *The Getaway?* ↑, ↑, ←, ←, →, →, ◎, ◎, ↓.

UZI LOVER: Snoot like Bond, fight like Bond, love like Bond, age like Bond. Skipping to any level should make it easier, shouldn't it?

Games Master ALL NAILED: PlayStation 2 Xbox Gamecube/PSone/N64
CHEAT!
12,000 KILLER TIPS, TRICKS, CODES & SECRETS!

12,000 KILLER TIPS, TRICKS & SECRETS ALL FOR JUST £5.99 OR £4.99 IF YOU ARE A SUBSCRIBER

YES! Please rush me a copy of CHEAT!
Please send us a photocopy of the form if you don't want to cut up your magazine.
1. Order the quantity
(For overseas orders please add £3 for Europe and £5 for rest of world)
Price | Quantity | Total cost £
Non Subscribers £5.99 each ☐
Subscribers* £4.99 each ☐
*To qualify for my special discount, my subscriber number is _____ (number can be found on the address label)
2. Method of payment (please tick method below)
☐ Cheque (payable to Future Publishing Ltd. Sterling cheques drawn on a UK bank account only).
☐ Visa ☐ Mastercard ☐ American Express
☐ Switch Issue number/Valid date _____
Card no ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
Expires ☐☐☐☐
Signature _____ Date _____
3. Your details
Title _____ Initials _____ Surname _____
Address _____
Country _____ Postcode _____
Daytime telephone no _____
email _____
Do you subscribe to a Future Games magazine? _____
PLEASE RETURN ORDER FORM TO:
Future Games, Marketing Department, 30 Monmouth Street, Bath BA1 2BW
Allow 28 days for delivery. If your delivery has not arrived within 28 days please contact the Future Games Marketing Department on 01225 442244
NEW! EVERY BIG GAME BUSTED!

Varney can still pull ladies is far more likely to comfort your fragile self-esteem than watching Pierce go after the young Miss Berry.

All the codes have to be entered at the Secrets Unlock menu:

All Multiplayer Characters:
PARTY

Faster firing laser:
PHOTON

Level Select:
PASSPORT

More bullets for the sniper rifle:
MAGAZINE

All the gadgets:
Q LAB

Unlock Golden Gun:
TARGET

Unlock Destruction Mode
TNT

Unlock all multiplayer missions:
GAMEROOM

Unlock Drake Suit in multiplayer:
Number 1

Unlock Explosive Scenery:
BOOM

Unlock Mr Bond's Golden PPK:
AU PPK

Unlock All Multiplayer Characters:
PARTY

Unlock Oddjob:
BOWLER

Unlock Xenia:
JANUS

Unlock Christmas Jones:
NUCLEAR

Unlock Baron Samedi:
VOODOO

Unlock Bond Tux:
BLACKTIE

Unlock Goldfinger:
MIDAS

Unlock Jaws:
DENTAL

Unlock Scaramanga:
ASSASSIN

Unlock Goldeneye Strike:
ORBIT

Unlock Protection Mode:
GUARDIAN

Unlock Team King Of The Hill:
TEAMWORK

Unlock Uplink mode:
TRANSMIT

Update The Tranquillizer:
SLEEPY

Bonus Racing Stage
Start the Enemies Vanquished stage, then pause the game and hold down L1 while you enter this code ◎, ◎, ◻, ◻, △. A weapon-free racing stage will open up.

WORLD RALLY CHAMPIONSHIP 2: EXTREME

Do you doubt the flame-retardant ability of those voluminous denim strides that hang halfway down your butt? Wonder if a two-metre-long swinging key chain might end up snagging on the gearstick, preventing you from sliding smoothly into top gear? Well, soothe away all those fears about the need to include rallying with base jumping because of that irksome addition of the 'Extreme' tag to this back road racer. With the aid of these codes you can become the 'man' from the safety of your slippers.

Enter each code on the Secrets menu and the world is your veritable oyster.

Unlock Everything:
EVOS

Bouncy Cars:
KANGAROO

High Pitched Co-driver:
HELIUM

Top-down View:
SATALITE

Turbo Boost:
NITRO

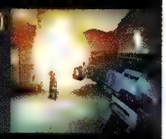
Low Gravity:
LUNAR

AR2 V2

THE BEST NEW CODES FOR YOUR ACTION REPLAY 2

You must enter the M code for these AR2 codes to work.

Red Faction 2 (M)
0E3C7DF2
1853E59E
EE893AEA
BCA99C80



Super Health
C130C1F2
BCA99B84

Infinite Grenades
C130C1FC
BCA99B84

Director's Cut
C130C0FE
BCA99B84

Rapid Rails
C130C0F8
BCA99B84

Gibby Ammo
C130C0FA
BCA99B84

Extra Chunky
C130C084
BCA99B84

Infinite Ammo
F130C1FD
BCA99B84

Wacky Deaths
F130C1FF
BCA99B84

Walking Dead
F130C0F9
BCA99B84

Rain Of Fire
F130C0FB
BCA99B84

Gibby Explosions
F130C085
BCA99B84

Explosive Personality
F130C087
BCA99B84

Public Information Building
F13134A6
BCA99B84

Shrike's Wild Ride
F13120AE
BCA99B84

Underground Complex
F1311966
BCA99B84

Tank On The Town
F1311786
BCA99B84

Access Sopot's Citadel
F13108BE
BCA99B84

Hangin In The Hood
F131FA2E
BCA99B84

Dancing With The Dead
F130F636
BCA99B84

A River Runs To It
F130EFEE
BCA99B84

Inside The Nano Base
F130E50E
BCA99B84

In Sopot's Deadly Embrace
F130D6FE
BCA99B84

Colin McRae 3 (M)
0E3C7DF2
1853E59E
EE96C916
BCD1C832

All Cars
FE925B97
BCA99B82

All Tracks
FE925BBF
BCA99B82

All Parts
FE925B67
BCA99B82

Turbo
DE902F1A
FCA99B83

Drive Through Walls
DE852242
BCA99B83

TEST... DON FRYE

Yes, it's Dan G's most favourite moustachioed fighting machine. He never gives up – whether he's looking for Lums or being hit in the plums by an angry Brazilian. Ooshka!

CLANK SPENCER: Problems finding the gold bolts? Well they're underneath anyway.

BOLT

Dear PSM2

I can't find my last gold bolt in *Ratchet & Clank*. I'm missing one of the three on Metropolis. I have the one before getting on the train and the one at the end of the train ride but I am completely stumped for the third.

Secondly, is there a list of what you need to do to get the skill points? I've managed to do 18 of them but the others are eluding me.

Matt Beaumont, via email

First, take the trip back to where the Captain Quark robot told you to start the Obstacle Course and climb up to the top of the second tower. With your Helipack, float across the to the tower to the North East. There will be a gap in the fence that will let you land. Now demolish the boxes scattered around.

Secondly, peruse this list of all the skill point qualifications.

NOVALIS:

1. **Take Aim. Destroy a fighter or a bomber.**

ARIDIA:

2. **Swing It! Swing six times without touching the floor.**
3. **Transported: Destroy three flying transports.**

KERWAN:

4. **Strike a Pose: Go between the legs of Al's Roboshack statue.**
5. **Blimpy: Take down a blimp.**
6. **Qwarktastic: Destroy Qwark's statue.**

EURODA:

7. **Any Ten: Blow up ten vehicles**

NEBULA:

8. **Girl Trouble: Beat the Alien Queen using the wrench.**

RILGAR:

9. **Tricky: Perform a Twisty McMarx in the hoverboard race.**
10. **Cluck, Cluck: Turn any tank into a chicken.**
11. **Speedy: Beat hoverboard challenge in 1:36 or less.**

BATALIA:

12. **Jumper: Get through the grindrail without taking a life.**
13. **Accuracy Counts: Destroy a small fighter using the turret**
14. **Eat Lead: Use a Sand Mouse to take out all of the tanks.**

GASPAR:

15. **Destroyed: Blow up all of the Blarg destroyers**
16. **Gunner: Shoot down five ships with a turret.**

ORXON:

17. **Sniper: Shoot a Screamer through the sniper hole.**
18. **Hey, Over Here! Lure any enemy into a forcefield.**

POKILTAU:

19. **Alien Invasion: Destroy three Blarg Saucers with visibombs.**
20. **Buried Treasure: Destroy all of the crates in the ocean.**

HOVEN:

21. **Pest Control: Kill all anklebiters in the forest.**
22. **Whirlybirds: Destroy five helios with any weapon except the turret.**

ABOVE OLTANIS:

23. **Sitting Ducks: Destroy all the cargo ships in the base.**

OLTANIS:

24. **Shattered Glass: Destroy all of the streetlights in the city.**
25. **Blast 'em: Destroy a total of three Blarg ships.**

KALEBO 3:

26. **Heavy Traffic: Reach the end of the grindrail unharmed.**
27. **Magician: Score 4500 or more in the hoverboard race.**

ABOVE VELDIN:

28. **Sneaky: Kill all enemies while in the Hologuise.**
29. **Careful Cruise: Complete the course completely unharmed.**

VELDIN:

30. **Going Commando: Kill ten elite guards with your wrench only**

Grrr ... hrrogh! Rrrggh!

STRUT

Dear PSM2

I've had *Metal Gear 2* for a while, but I've only just got around to playing it on Hard mode, and now I'm stuck. I'm trying to spray the bomb in Deep Sea Dock in Strut A. It's on the submarine, in a different place to the Normal mode. I simply can't reach it.

Phillip Ramgoblin, via email

Begin by climbing into the area that houses the deep sea diving suits, and press against the rail on the edge of the water and flip yourself over. Swing to the right into the caged area and hop up to the small flight of the steps. This will let you get close enough to spray the bomb.

Oww! My arm! What're you ... eee! [Snap] I'm not giving up, you know.

KNEEL ARMSTRONG: Wait... Wait... Spray that bomb. SPRAY it. Spray it NOW. Oops, wrong picture.

BAFFLED?

SHARE THE BURDEN WITH PSM2

Next month, we'll have an entirely new tips guru at the helm – Goro, or Dr Spong from *Haven*, perhaps. Or someone with a triangular beard. Don't be shy, if you've got a gaming conundrum, send your query to... Test an Expert, PSM2, Future Publishing Ltd, 30 Monmouth Street, Bath, BA1 2BW. Or email it to PSM2@futurenet.co.uk.

BYTESIZE

EVOLUTION SKATEBOARDING: If you're going for a high score, don't get mixed up doing complex combos. Just build up your special bar quickly and hit full rotation special moves off quarter pipes.

METAL GEAR SOLID: SUBSTANCE: In Raiden's final scrap against the mighty Gurlugon, don't underestimate the appeal of left-handed literature to a genetically mutated soldier-beast. That's all we're saying.

ATV QUAD POWER RACING: Holding a wheelie's by far the easiest way to get boost in this one – get a good one in at the start, and then clatter all the other leaders for a clear shot at the lap lead. Dead simple.

LEGO ISLAND EXTREME: At the start of the game, go to the Police Station and pick up your driving licence. It's the most important thing you'll need for getting around the island quickly. If you really must.

RED FACTION 2: Don't go shooting civilians for fun, or you'll trigger the game's 'bad' ending. Check your saintly quotient in the Pause menu and then redeem yourself by completing the sub-objectives.

DEVIL MAY CRY 2: When you're fighting the octopus boss, knock out one tentacle then use your flight demon ability to attack the head in close combat. Repeat to fade for a nice 'n' easy kill with minimal finger blistering.

PRO EVO 2: When a defender's steaming in for a tackle, let go of the run button at the last minute and rotate 90°. If you don't bamboozle the tackler immediately, you'll probably earn a handy free kick.

...and that's how I lost my nasal septum. **Hwoop! Crazy!** If you've just joined us, you're listening to 96.6 – the station that spreads elation through the nation, trumpeting sweet guidance straight into your brain-glands courtesy of the MC of VC himself, Spaniel Thrupenny. After this, we'll be playing the Daz Catflap Challenge, and giving away an Atari VCS to three lucky people! Yow!

VC LOVER 93.6

Dear PSM2,
On *GTA: Vice City*, I can't reach the Havana outfit. It's like it's behind an invisible wall and I can't reach it. I have completed the game. Please print my letter as I need the costume if I'm in Little Havana and I've got a five star Wanted level.

Liam Bradshaw

The Cuban gang outfit's found at the clothes store in Little Havana after the Avery Carrington's third mission "Two Bit Hit". If the invisible wall's still there, take a PCJ 600 and blow it up near the entrance of the store, then jump on it. Jump to the door, and you'll either fall through into the street again or get the outfit.

Dear PSM2,
I was just wondering if anybody else has a problem with *GTA: Vice City*. I have recently come across a problem with the game. After the first mission for Phil, I saved the game without completing it, and then when I loaded the game up it says 'load successful', but all I get after that is a black screen. Why is this happening?

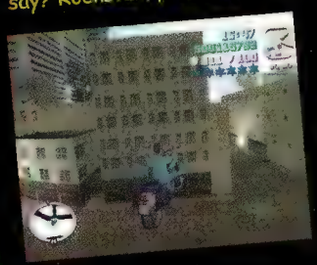
Alan Brown

It depends where you're saving. The most common things that could be causing your game up are either a) Saving on the Cherry Popper ice cream factory, which you should never do or b) Saving with cheats activated – static

Dear PSM2,
In *Vice City* on the Autocide mission, look at the names: Dick Tanner – Tanner from *Driver*. Marcus Hammond and Franco Carter – *The Getaway* (Mark Hammond and Frank Carter) and Nick Kong or Nick Kang from the new game *True Crime*.

Richard Brueton

Well. Coincidence? Or CONSPIRACY? Who can say? Rockstar, probably.



Dear PSM2,
I wondered if you could help me on a level on *GTA: Vice City*. It's the second mission the bikers give you, but I just never complete it – what do I have to do?

Scott Miller

Dear PSM2,
In your *GTA: Vice City* tips, issue #30, you said that for the mission 'Cop Land' you shouldn't leave Lance behind and cane it back to your mansion. I found it much easier to lose Lance as soon as possible. Once you've done this the police ignore him, leaving you able to get to a Pay 'n' Spray without worrying about Lance getting himself killed. Once you've done this, go and pick Lance up and it's a leisurely, stress-free drive home. Anyway, carry on doing a great job.

James DH

OK.

Dear PSM2,
In one of the *Vice City* screenshots you've printed, there's a picture of Tommy driving a bike out of a skyscraper window. Where is that? And how do I do it?

Zsa Zsa McManus

From the North Pay 'n' Spray follow the road along to the North and when you reach it, take the first right.

After you turn down here, follow the road along, and head around to the left. A little way along when you're heading North again, there'll be a street on the left. Ignore this, and follow the road along.

Just after the next building will be a large space, and directly left and next to the building is a stairway. Follow it up to the top and around to the left. When you get there, you'll see some windows on the left. Find the open door and enter. Slightly to the right, you'll see an open lift that'll warp you up to the highest point you can go in a road vehicle.

Once you reach the top floor, make a 180° turn and head to the back wall, then head along to the left. Turn left again, and you'll be facing two glass windows. This is the jump. You have to exit the building through one of the windows, and land in the tunnel type thing opposite.

grand theft auto Vice City

You're out of touch – we're out of time. As Hall and Oates once (nearly) warbled. So get back in 'touch', and we'll answer more of your questions next 'time'. Maybe.

PSM2 PRO-DOJO

Welcome to the Dojo – the place where the hopeful strive to join PSM2's hallowed order of PlayStation 2 masters. Within these bamboo-and-paper walls you'll find only the greatest PS2 gamers. Join us...

NEW LEAGUES

WIN! **HOT FOR THE CITY** We're still working our way through the post-Christmas entries – and we're uncovering some astounding scores. *Vice City*'s featuring prominently – just take a look at this month's DVD

PROVE YOUR MASTERY!

Being a Ninja isn't easy. Merely finding out what qualifications you need or getting a couple of weeks' work experience can be a nightmare. Fortunately being one of PSM2's Pro Dojo Ninjas is rather easier. And there's none of that breaking tiles with your face business either.

Simply follow the guide below. It will help you get your score printed on these pages, and your face preserved forever on crisp DVD. PLUS! As if being hailed as one of the country's foremost button-bashers wasn't enough, we'll reward the greatest achievements this month with a game of your choice. **PSM2**

HOW TO BE FAMOUS!

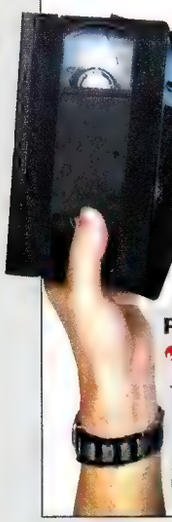
1. Be really good at one of our challenge games. Have a look over the next four pages, read what the challenge is and decide if you can do better. If you can't even beat our tenth place offering, forget it... We only want new chart entries, and we update our listings every month.

2. Plug your PS2 into your video. Got the lead that came with your PS2? Use it to connect to your video's SCART socket or composite inputs (if you're using them). Switch to your TV's video channel then cycle through your video's inputs and you should see your PS2 lurking on one of them.

3. Load up your game of choice and find the music option. Turn this to zero – we want your game sound but no dodgy music, OK? Start recording and play your replay or begin playing the game. Do your best and, when you're done, record the high-score table or results screen for 30 seconds or so, so that we can see your performance easily. Finally, wind your tape to the beginning of your award-winning effort and write your name, challenge and score on the label on the tape (or stick a piece of paper on it).

4. Almost done. Now get a picture of yourself. Any picture. Naked. Fully clothed. We don't give a monkey's. You won't get in our Star Dojo players column (opposite) without one, and your appearance on the DVD will be shallow and worthless. Write your name on the back of the photo to ensure our postal computer doesn't lose it.

5. Fill in the form at the end of the section. We do accept photocopies (we can't bear to cut up our PSM2s either) and put all three things (your video, your photo and your entry form) in an envelope and post the lot to us. Good luck.



PRO DOJO CHECKLIST: BINGO!

Photo Video Entry Form

The address is: Pro-Dojo, PSM2, Future Publishing, 30 Monmouth St, BATH BA1 2BW, UK.

The closing date is Friday 14th February. And, if you've already sent an entry, relax – we put the mag together ages before it hits the shops.

GRAND THEFT AUTO: VICE CITY

NEW CHALLENGE!

The *GTA3* leagues have finally been retired, to make way for a couple of brand new *GTA: Vice City* challenges. Get practising, record your score, and get those tapes in. We want to see how good you really are...

THE PCJ PLAYGROUND CHALLENGE

Activate the PCJ playground mission by hopping on to the bike leaning against the big grass-verged building near the Malibu Club (see Issue 31's DVD for details). Now you've got two minutes to complete the tough 24-checkpoint course. No cheats now – this is a pure test of your bike skills. You can complete the course in any order you like, and the fastest times make it into the league. What are you waiting for? Send us your entire runs on VHS and get your face on our DVD.

FASTEST TIME

01'52"00	Jeremy Matthews
01'54"00	Andrew Jenkins
01'56"00	Charvinda Singh
01'58"00	Paul Nicholson
01'59"00	Sally Bridge

THE CROSS-TOWN TRAFFIC CHALLENGE

Back by popular demand, the Cross-Town Traffic Challenge makes a very welcome return, this time taking in the sights of the glorious Vice City. As before, you can use any vehicle and any number of cheats you like – as long as you don't use any aircraft or the flying cars cheat.

Beginning at the Hyman Condo in the Downtown district, you must make your way to the Lighthouse in Ocean Beach. Drive right up to it, and hop off, or out of, the vehicle to finish. Go on, show us what you can do – and don't forget, we want to see your *whole* run, not just edited highlights, so get taping.

FASTEST TIME

2'37"00	Thomas Jurgen
2'38"00	James Price
2'44"00	Karl Jones
2'58"00	Orlando Denner
3'07"00	John Bingley

HITMAN 2 SILENT ASSASSIN

Nothing less than Silent Assassin ranking will do to join this hallowed league. No alerts, no popping civilians – stealth-meisters only need apply.

ANATHEMA

4'02	John Turner
4'25"	Will Meredith
7'27"	Richard Culling
7'56"	Barry Johnson
8'21"	David Mill

ST PETERSBURG STAKEOUT

6'22"	Will Meredith
6'25"	Tim Appleby
6'45"	Jonathan Smith Howell
6'48"	Douglas Buntrock
7'22"	Graham Burgess

KIROV PARK MEETING

5'47"	Will Meredith
7'59"	Joshua Stanard
8'16"	Febus Woodard
8'22"	Daniel Bale
8'47"	Alastair Sait

INVITATION TO A PARTY

3'22"	Will Meredith
8'23"	Adam Mayall
8'44"	Paul Brown
9'03"	Simon Codling
9'32"	Adrian Cliff
9'56"	Shaun Rodwell

TRACKING HAYAMOTO

8'43"	Toby Johnson
8'48"	Tomas Merriott
9'12"	Adam Savage
9'18"	Ken Wagatsuma
9'28"	Gary Driver

BURNOUT 2

No, no, no! No reversals please! Other than that, please do feel free to give any of these tracks mentioned here a spin in whatever motor you fancy.

AIRPORT TERMINAL 3

0'34"119	James Walker
0'34"259	Paul McKenzie
0'34"359	Simon Srih
0'34"439	Qaisar Siddiqui
0'34"419	Alex Roe

AIRPORT TERMINAL 1&2

1'20"459	Paul McKenzie
1'21"349	David Peacock
1'21"579	Galvin Amis
1'21"880	James Walker
1'22"459	Alex Roe

INTERSTATE LOOP

1'00"940	Jamie Bryson
1'01"599	Galvin Amis
1'01"600	James Walker
1'01"719	Paul McKenzie
1'01"879	Qaisar Siddiqui

88 INTERCHANGE

2'23"559	James Walker
2'23"750	Paul McKenzie
2'26"699	Chris Hill
2'29"350	David Peacock
2'30"279	David Walker

PALM BAY HEIGHTS

1'06"300	Paul McKenzie
1'06"8859	Qaisar Siddiqui
1'06"940	Alex Roe
1'07"260	Simon Srih
1'07"339	Galvin Amis

PALM BAY MARINA

1'29"100	Jamie Bryson
1'29"639	David Walker
1'30"819	Alex Roe
1'31"079	Paul McKenzie
1'31"239	Qaisar Siddiqui

SUNRISE VALLEY DOWNTOWN

0'44"400	Alex Roe
0'45"119	Paul McKenzie
0'45"839	Galvin Amis
0'46"000	Jamie Bryson
0'46"239	Qaisar Siddiqui

SUNRISE VALLEY SPRINGS

1'07"166	Paul McKenzie
1'09"420	Alex Roe
1'12"340	David Peacock
1'13"579	Galvin Amis
1'13"679	David Walker

BIG SURF GROVE

1'09"281	Paul McKenzie
1'09"549	David Peacock
1'10"840	Dara Gray
1'12"000	Jamie Bryson
1'12"4799	Galvin Amis

BIG SURF SHORES

1'44"419	Chris Hill
1'44"539	David Peacock
1'44"559	Dara Gray
1'45"580	Paul McKenzie
1'46"499	Nick Rylatt

CRYSTAL SUMMIT PEAK

0'46"233	Paul McKenzie
0'47"559	David Peacock
0'48"380	Alex Roe
0'48"639	Galvin Amis
0'49"899	Qaisar Siddiqui

CRYSTAL SUMMIT LAKE

2'11"433	Paul McKenzie
2'13"233	James Young
2'13"876	Kevin Bull
2'14"939	Chris Hill
2'15"767	Tony Woods

OCEAN SPRINT

1'52"700	Paul McKenzie
1'53"899	Jimmy Mac
1'56"179	Dara Gray
1'57"039	Jamie Bryson
1'57"139	Gareth Smith

HEARTBREAK HILLS

1'48"431	Paul McKenzie
1'50"839	Galvin Amis
1'51"619	David Walker
1'53"019	Nick Rylatt
1'53"539	Chris Hill

FREEWAY DASH

2'11"533	Paul McKenzie
2'14"999	Dara Gray
2'17"159	Nick Rylatt
2'21"219	David Walker
2'22"199	Jamie Bryson

GRAN TURISMO 3

What's that – no new entries this month, Tommy? Say it ain't so! Freeride Arcade times is what we're after, so grab yourselves a pad and get going speed freaks

SUPER SPEEDWAY

0'24"306	Vaughan Welsh
0'26"696	Daniel Byatt
0'27"701	Tommy Willumsen
0'27"744	James Gott
0'27"786	James Walker

MIDFIELD RACEWAY

0'57"409	Vaughan Welsh
0'57"426	Freddy Jenssen
0'57"726	Tommy Willumsen
0'57"799	James Gott
0'57"923	James Walker

SMOKEY MOUNTAIN

0'49"403	Graham Greenall
0'49"582	James Walker
0'52"295	Vaughan Welsh
0'56"629	Christopher Hill
0'56"644	Chadi Samad
0'57"861	James Gott

TRIAL MOUNTAIN

1'04"681	Vaughan Welsh
1'06"337	Freddy Jenssen
1'07"605	Tommy Willumsen
1'07"835	James Gott
1'08"124	Aedan Sherry

SWISS ALPS

0'56"784	Kim Saarinen
0'58"669	Christopher Hill
1'02"484	James Walker
1'04"600	James Gott
1'04"681	Vaughan Welsh

TONY HAWK'S PRO SKATER 4

Come on folks, we don't want to see repetitive one-trick wonders – keep it varied, with a good spread of stunts. Steer clear of the Career mode, make full use of the terrain – and send us the proof on VHS.

COLLEGE

20,185,878	Daniel Mosley
18,834,222	Jake Douglas
9,456,020	Carl McCally
5,543,190	William Green
3,223,123	Charlie Cook

SAN FRANCISCO

17,882,326	Dan Bedwood
15,221,002	Jamie Morgan
6,667,943	Bob Travis
4,784,113	Martin Brooker
3,198,987	Ralph Evans

ALCATRAZ

22,562,021	Steve O'Neil
20,854,203	Jamie Morgan
19,441,000	Michael Polson
13,888,345	Tim Crosby
10,675,101	Doug Gysler

KONA

17,776,092	Liam Collet
15,722,178	Richard Garret
7,212,888	Jamie Morgan
7,100,567	Rob Bickley
5,789,322	James McKenzie

SHIPYARD

30,098,654	Alex Richardson
29,689,100	Nigel Brand
25,654,289	Vince Pratt
10,333,190	Brian Moore
8,000,145	Daniel Mosley

LONDON

10,417,894	Daniel Mosley
9,817,004	Mark Stone
8,296,332	Ray Warrel
7,016,070	David Smith
6,603,609	Peter Cramp

ZOO

15,257,134	Ian Gillingham
14,226,239	Jensen Holzer
12,009,876	Morris Eade
12,000,006	Paul Jallif
8,789,333	Christian Scott

CHICAGO

15,603,342	Charles Windstaff
15,057,642	Steve O'Neil
12,876,174	Tony Harrison
7,631,597	Rodney Cox
6,647,324	Mathew Jones

CARNIVAL

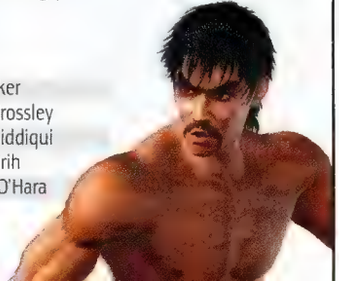
16,445,408	Paul Dennis
14,486,987	Jonathan Griffiths
14,005,679	Rodney Cox
10,757,442	Martin Prince
8,164,597	Robert Brent

TEKKEN 4

Survival's the name of the game in our *Tekken 4* challenge. Pick your favourite combatant and see how long you can last. Bish bash bosh!

SURVIVAL MODE

Wins	Character	
30	Lee	Lee Walker
27	Law	Danny Crossley
20	Christie	Qaisar Siddiqui
20	Lee	Simon Srih
18	Paul	Conner O'Hara



IN THE DOJO

>PLACES FOR FACES

WINNER! **NICK RYLATT**
The lone gunman...

He may look like one of the paranoid threesome from the X-Files, but Nick knows that the real truth – his rather good *Burnout* scores – are in here...

WINNER! **JOHN TURNER**
Soon, on a poster near you...

John filled in his form "John Pro-Killer Turner". But we've seen his boat race now. Some hitman he'd make – haven't you watched *The Day of the Jackal*, John?

WINNER! **JOSEF HOLDEN**
Vandal!

A clean-cut young man, your old ma might say. But he's not. Look at the rate he breaks windows at, just look. Not so much *TimeSplitters* as *TimeShredders*.

WINNER! **DANNY CROSSLEY**
You talkin' to me?

Danny's 27 *Tekken* wins nearly put him to the top of the board. And as he sent in his photo, they also get him a prize. Stop glaring like that, now...

WINNER! **DAVID WALKER**
Illogical, captain...

David looks slightly extraterrestrial in this pic. Perhaps cool Vulcan logic would explain his consistently good performance at *Burnout 2*.

Once again it's the game of your choice fellas. Mail in your requests and we'll sort them out for you sharpish. As for the rest of you wannabees, get those entries in for an equal chance of gaming immortality and a brand new selection of prizes next issue.

COLIN MCRAE RALLY 3

We've gone for the UK-only stages for this one, although you *can* opt for whichever ride and driver you want to get dirty with...

TOP TIMES

Warwick

2'50"49	Giles Kilpatrick
2'51"84	Rodger Woods
2'52"07	Derek Stocks
2'53"01	Robert Tyler
2'53"06	William Sykes

Stone Leigh

3'00"92	Robert Tyler
3'01"44	Paul Curry
3'02"38	Tom Norlund
3'02"93	Charlie Cooke

Little Cawford

2'18"62	Peter Radcliff
2'18"88	Derek Stocks
2'19"23	Simon Mathews
2'20"56	Dan Storr
2'22"04	Sam Leveritt

Llangurig

3'06"40	Robert Tyler
3'34"65	Carl Thompson
3'39"87	John Midgely
3'40"45	Rodger Woods
3'41"00	Andrew Manson

Llyn Clywedog

2'22"40	Robert Tyler
2'23"68	Chris Lewis
2'23"87	John Townsend
2'25"05	Chris Worrell
2'25"54	William Sykes

Rhayader

2'54"24	Shaun Henderson
2'54"43	Daniel O'Sullivan
2'54"78	Paul Curry
2'55"17	Derek Stocks
2'56"00	Charles Abram

Stonetthorpe

1'16"52	William Sykes
1'17"73	Lee Burton
1'17"96	Donney McCallum
1'18"32	Carl Thompson
1'18"59	Francis Collett

CRAZY TAXI

Hey, hey, hey! It's ancient but you're still loving making that crazy money. Get out there and earn top dollar.

ARCADE MODE

$68,750.44	James Hall
$65,000.00	Stuart Morrison
$61,563.30	John Keighley
$49,445.00	Paul Fletcher
$41,595.48	Ben Raffles

VIRTUA FIGHTER 4

First, make sure you've fulfilled the criteria, then send us the video evidence to prove that you're the master of the bare-knuckle brawl.

SURVIVAL MODE

Win Rate	Wins	Ranking	Character	
100%	1257	High King	Not stated	David Peacock
98%	1137	xxx	Vanessa	Dean Cash
98%	1056	xxx	Shun	Johnny Martin
97%	1122	xxx	Kage	Gareth Young
92%	978	xxx	Lion	Sam Vincent

TIMESPLITTERS 2

Things are getting tough already in the *'Splitters* Hall of Fame, with some outstanding times upping the shooter stakes to pro levels.

GLASS SMASH

Bricking It

22.8	Josef Holden
24.4	Richard Hewat
24.4	Michael Hunt
26.4	Tom Ward
26.5	Simon Brett

INFILTRATION

Silent But Deadly

31.8	Wayne Drummond
32.3	Danny Sheard
33.9	Robert Milly
34.6	John O'Conner
35.0	Duncan Thatcher

BANANA CHOMP

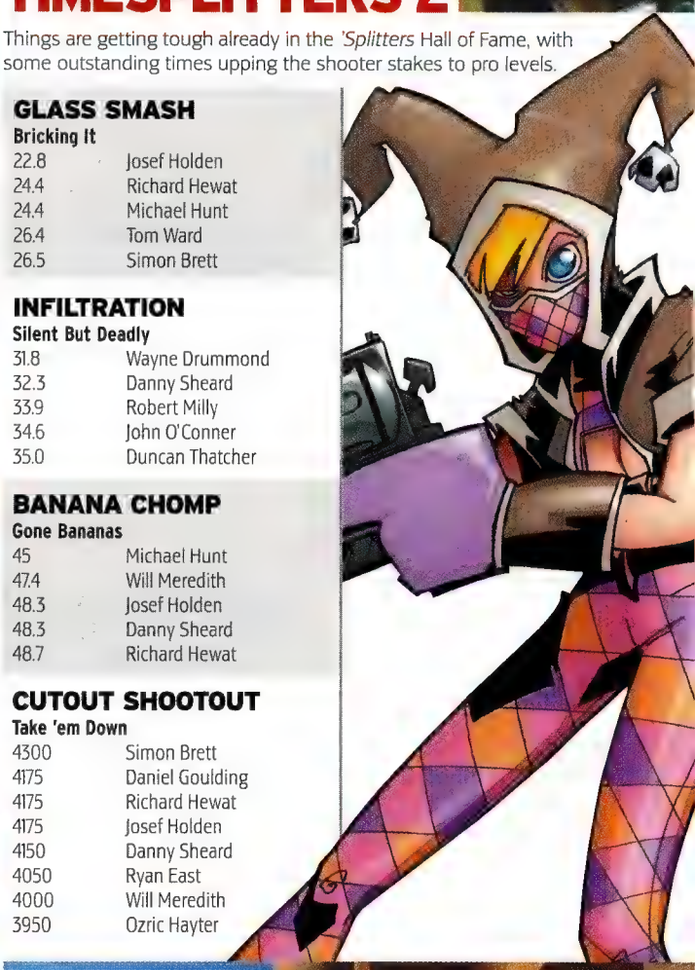
Gone Bananas

45	Michael Hunt
47.4	Will Meredith
48.3	Josef Holden
48.3	Danny Sheard
48.7	Richard Hewat

CUTOUT SHOOTOUT

Take 'em Down

4300	Simon Brett
4175	Daniel Goulding
4175	Richard Hewat
4175	Josef Holden
4150	Danny Sheard
4050	Ryan East
4000	Will Meredith
3950	Ozric Hayter



SSX TRICKY

All quiet on the slopes this month, but we reckon there's plenty of life left in this golden oldie yet. Stat up your boarder however you like, then leap suicidally off any of the mountains below. Banzai!

TOP SCORES

Snowdream

1,813,890	Alex Sandison
1,701,450	Alex Sandison
1,557,780	Jonathan Minott

Elysium Alps

2,730,740	Austin O'Toole
2,629,495	Sam Payne
2,591,760	Jeff Bell

Merqury City

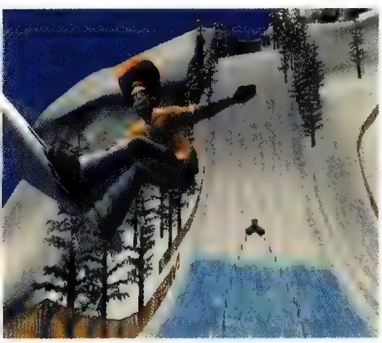
2,828,640	Alex Sandison
2,594,165	Austin O'Toole
2,265,770	Sam Payne

Mesablanca

1,500,890	Alex Sandison
1,435,645	Austin O'Toole
1,059,970	Lee Walker

Tokyo Megaplex

31,714,410	Lee Walker
2,409,945	Alex Sandison
2,198,630	Austin O'Toole



Pipedream

2,531,230	Austin O'Toole
2,325,820	John Norman
2,312,200	Anthony Portch

Garibaldi

2,133,850	Alex Sandison
1,983,820	Austin O'Toole
1,947,200	Chris Abnett

Alaska

2,123,410	Alex Sandison
2,075,255	Amanda Offord
1,837,801	Jeff Bell

TOP TIMES

Snowdream

1'47"93	Austin O'Toole
2'05"10	Frederick Astier
2'06"55	Alex Duffy

Elysium Alps

3'26"16	Austin O'Toole
3'28"38	Simon Baggott
3'30"14	Frederick Astier

Merqury City

2'31"26	Austin O'Toole
3'28"76	Gareth Russell
3'29"43	Carl Musgrove

Mesablanca

2'13"58	Austin O'Toole
2'16"74	Lee Walker
2'29"54	Andy Lyle

Tokyo Megaplex

2'26"44	Austin O'Toole
3'15"13	Dean Edwards
3'21"68	Damian Lobbet

Aloha Ice Jam

1'32"99	Austin O'Toole
1'37"64	Alex Duffy
1'40"75	Carl Musgrove

Garibaldi

2'38"54	Austin O'Toole
2'39"54	Carl Musgrove
2'40"43	Gareth Russell

Alaska

4'06"23	Andrew Stone
4'14"21	Austin O'Toole
4'23"56	Frederick Astier

A POLITE NOTICE

As you can imagine, we get sent hundreds of tapes every month, and while you can rest assured that we *do* go through them *all*, magazine deadlines mean they might not turn up as early as you're expecting. *Please* don't ring us up, as we're not going to know offhand if you're currently top of the leaderboard and we're less funny when we're tetchy

DEAD OR ALIVE 2

DOA2's much more than just realistically jiggling lady bumps. Get stuck into our challenges to see if your skills are up to the task.

SURVIVAL MODE

100 Wins	Daniel Drysdale
59 Wins	Carl Robinson
47 Wins	Stephen Rutter

TIME ATTACK MODE

1'12"84	Bryan Henriquez
1'14"72	Jan M de Vlas
1'17"27	David R Holt

METAL GEAR SOLID 2 SONS OF LIBERTY

OK, so the *Substance* challenge didn't quite make the cut this month but our current Boss mode league is still packed with talent.

OLGA

00'15"76	Lee Walker
00'16"94	James McNeela
00'17"92	Shaun Mannion

FATMAN

00'21"78	James McNeela
00'22"96	Lee Walker
00'25"22	Ryan Lee Cant

HARRIER

00'32"98	Lewis McKenzie
00'40"20	James McNeela
00'41"44	Desmond Foley

VAMP

00'01"88	James McNeela
00'02"26	Lee Walker
00'02"92	Lee O'Halloran

METAL GEAR RAY

00'03"86	Lee Walker
00'07"26	James McNeela
00'08"92	Christopher Hill

SOLIDUS

00'26"24	Lee Walker
00'27"20	James McNeela
00'40"46	Christopher Hill

OVERALL TIME

2:05:92	Lee Walker
2:10:46	James McNeela
2:46:24	Lewis McKenzie

THINK YOU CAN DO BETTER?

Then fill in the form, send us a message to print – as long as it's witty – and make sure you're as good as you think you are.

STATE OF EMERGENCY

These crazed maniacs can't get enough of our *SOE* league. Can you do any better? Well, can you?

THE CAPITOL CITY MALL

3-Minute Kaos

2,356,300	John Keighley-Bray
1,642,800	Daryl Turnbull
724,700	Carl Robinson

Last Man Standing

2.50	John Keighley-Bray
3.09	Sean Bedford
4.26	Anthony Rose

CHINATOWN

3-Minute Kaos

3,100,700	John Keighley-Bray
1,434,400	Daryl Turnbull
538,000	Danny Barham

Last Man Standing

3.29	John Keighley-Bray
5.07	Dean Cash
5.17	Anthony Rose

EAST SIDE

3-Minute Kaos

2,165,900	John Keighley-Bray
574,300	Danny Barham
532,700	Carl Robinson

Last Man Standing

1.51	John Keighley-Bray
2.49	Anthony Rose
3.21	Andrew Cooper

CORPORATION CENTRAL

3-Minute Kaos

2,005,200	John Keighley-Bray
625,500	Carl Robinson
608,400	Anthony Rose

Last Man Standing

3.57	John Keighley-Bray
8.35	Anthony Rose
10.33	Sean Bedford

PRO DOJO ENTRY FORM

PSM2, PRO DOJO, FUTURE PUBLISHING, 30 MONMOUTH STREET, BATH BA1 2BW

Dear PSM2,
I'd like to join your elite order of shadow warriors. Please. I can bring my own blowpipe and everything.

And I enclose... MY PHOTO ❑ **A VIDEO OF MY ACHIEVEMENT ❑ (Now put me on your DVD!)**

I've got the following scores...

Game Score

Name
Age...
Address

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

GTA: VICE CITY

PART 3

EXTRA! You've done the missions, found all the packages, and are feeling smug. But this is not time to rest on your laurels, because *Vice City* is packed with rare cars to hunt down, and dozens of treats for the adventurous and determined.

grand theft auto vice city

AIM OF THE GAME

The city has knelt before you, humbly proferring up every last cent for your pleasure, but that's still not enough.

Vice City is a place of innumerable secrets to hunt down and enjoy – not all of them are of financial or practical benefit, but can you really look yourself in the mirror, knowing you haven't done it all?

VICE TO SEE YOU

Some of the rare vehicles require you to do something a bit special while you're completing a mission, so hopefully you'll either have a spread of saves from throughout the game or, better still, you're ready, willing and able to start afresh and do the whole game 'properly'. Getting 100% completion is, like *GTA3*, only the beginning.

WHAT WE SAID...

PSM2 ISSUE #27 October 2002

"*Vice City*'s everything a sequel – everything a *game* should be. It's different, it tries things that haven't been done before."

WHAT WE SAY NOW

Rather than creaking under all the expectations, *Vice City* has flourished. Quite simply, it's the best that videogaming can offer. One of the best games ever made.

97

RAMPAGES STUNT RAMPS

COOL/RARE CARS

How to save them, drive them and keep them...

BULLET-PROOF ADMIRAL

There's an Admiral that Diaz drives in the Guardian Angels mission that is not only impervious to bullets, fire, explosions and damage, but is pretty easy to get hold of, too. After successfully completing the mission, Diaz gets in the car and takes a left out of the alley. When you regain control, run after him and the car will be just sitting there, unlocked and ripe for the thieving.

CAMERA ON DIAZ: The poor Hawaiian-shirted fool will soon be car-less.

STEAL THE LOVE FIST LIMO

The life of a dodgy Scottish heavy metal band can, indeed, be yours. If you really want it. The Love Fist car is only available for two missions, but if you really lust after it that much you can simply drive it straight to your garage.

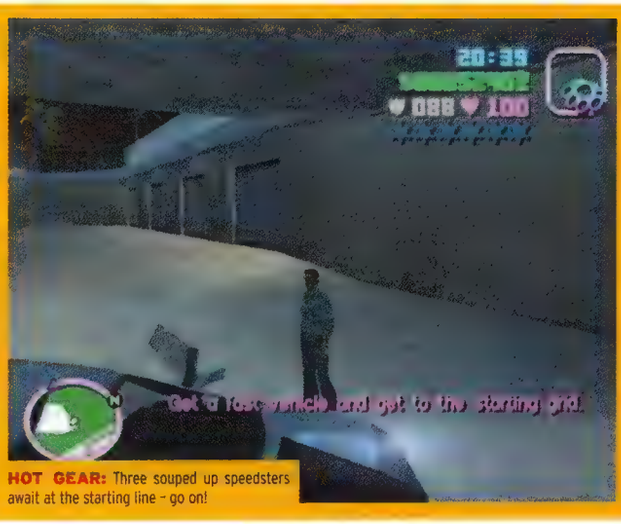
FAKE FAN: Dealing with rabidly enthusiastic fans is all part of the poodle rock experience.

ALL CAR NONE: It drives like a dead cow, so you probably won't be behind the wheel much.

DEREK LIMO: Just ignore the mission parameters and head to your garage. Simple.

FIRE-PROOF VEHICLES

Got a yearning for a hot rod? Well, what you do in the privacy of your own home is your own business but, if you fancy a fireproof Banshee, Cheetah or Infernus, you'll need to buy Sunshine Autos first. Once purchased, you can race the aforementioned speed demons. Wait for them at the last checkpoint, let them rip past (yes, you'll lose the race), then chase down the one that takes your fancy, and do whatever it takes to get the hapless racer out of your lovely flame-retardant motor.



HOT GEAR: Three souped up speedsters await at the starting line - go on!

CRASH GORDON: Don't worry about winning - worry about trashing them.

DEALS ON WHEELS: A lovely view of the three sports cars - yours for the taking.

HILLARY'S SABRE TURBO

Remember The Driver? Fancy having Hillary's Sabre Turbo? No problem. There are a couple of ways to get hold of it. It's pretty useful to do the mission a few times to get used to his route, for a start. Now, while the car is bullet, fire and explosion-proof, the windscreen isn't. So you can snipe him through it. So do so. Optionally, you might want to pick up a nearby police bribe to cool the coppers off, and possibly go for an adrenaline pill to make him an even more sluggish target. You will, however, fail the mission by killing him. Deal with it.

SABRE ROOFED: It's like Starsky and Hutch. Only a bit different. So, not really.

SAFE RAVIN': Explosions? Fire? Bullets? Laugh in the face of such trivialities.

TIGER-STRIPED TAXI CAB

If you fancy getting all Bet Lynch, you can easily pick up the ostentatiously decorated tiger striped taxi cab by purchasing Kaufman Cabs and finishing all the missions there. It will appear inside.

CRAZY TAXI: It actually performs a bit better than a standard Kaufman cab, too.

TIGER FEAT: A thing of beauty is a joy forever. A tiger-striped cab is just funky.

BLACK TO THE FUTURE: Make sure you get home without trashing it.

SPEEDIUM RARE: OK, so it's not the prettiest car ever, but it's a rare find...

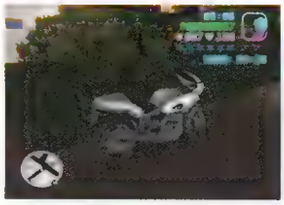
RARE BLACK ADMIRAL

During Check-Out At The Check-In, you'll find yourself being chased by a natty black Admiral with some nasty pieces of work within. It's tricky, but possible, to obtain this rare car. It's not invulnerable to any kind of damage, like Diaz's version, but you'll be the envy of all your non-black-Admiral-owning friends, mark our words. You need to kill the fellow who pops his head out of the sunroof first, then – and this is important – use a Flamethrower or one of your Molotov Cocktails to smoke the other occupants out. They'll steam out quicksharp, and you can then nip in, drive it to your garage, and Robert's your uncle's brother.

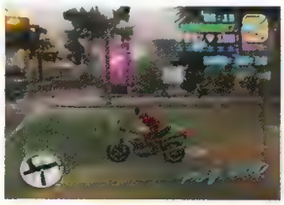
COOL/RARE CARS CONTINUED

LIMITED EDITION SILVER PCJ 600

Motorbikes are arguably the coolest – and some of the fastest – ground-based vehicles in the game anyway, so why not snag yourself a limited edition silver PCJ 600, if they're so easy to come by? It's incredibly simple to purloin – during the third phone mission, Autocide. All you have to do is take up Mr Black's terribly kind offer of some nearby weapons, and you might as well take the bike that's parked right next to them while you're there.

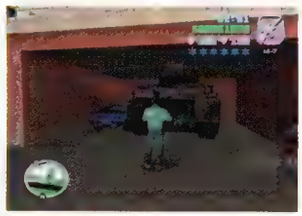


BIKE BALDWIN: Lovely. Perhaps not the best vehicle for the mission, though.



CAMOUFLAGE RHINO TANK

Collecting packages isn't just there for the heck of it, you know. Get 90 out of the possible 100 and a Rhino tank will be yours for the taking in the army base. Marvellous stuff.



TANKS A LOT: Now that's a sight to put a song in your heart, and lead in your pencil.

HUNTER HELICOPTER

This is the one you've been waiting for – the Hunter helicopter. Ah yes. There are two ways of making Hunter (no, not Ulrika's ex) appear on the back wall of the military base – get all 100 packages, or complete all of the storyline missions. Do BOTH of these, however, and one will also appear on the helipad at the south end of the first island – most of the time. Still, it means you don't have to fight your way past the army to get it.

HOLY HUNTER: If you want to invade the army base easily, dress as a cop.

POLICE HELICOPTER

The police think they're so damn special, soaring about in their special helicopters. Get one up on them by heading towards the Police building at the north end of Downtown, and walking to the top. One will be simply sitting there, waiting for you.

COP CHOP: A nightmare to steer they might be, but 'copters offer huge freedom.

NEWS SCREW: Fed up of ending up on the news? Why not report it instead.

RADIO HELICOPTER

The Vice City News folk think they're so damn special, soaring about in their... oh. Sorry. If you fancy being the eye in the sky, and fulfilling all those fantasies about being a journalist (we know you all have them), it's time to go Downtown again – if you're driving west from Prawn Island, it's the first building on the right, and roof access is easily gained.

EASTER EGGS

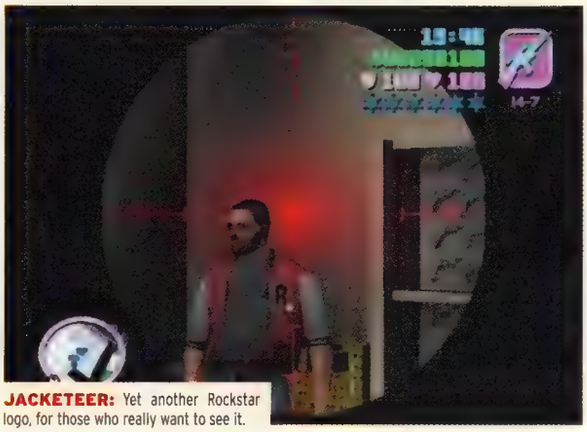
Rockstar reference number one: Fly around Starfish Island in a helicopter, keeping your eyes out for a pool shaped like the Rockstar logo and... er... well, you'll find it.

Rockstar reference number two: Examine all the towels on the beach, and look! The Rockstar logo. Again.

Rockstar reference number three: It seems like the crew at Rockstar are having some trouble making ends meet, and are taking second jobs moonlighting in Ammu-Nation stores across Vice City. Or maybe Rockstar have just put their logos on the guys' jackets for a giggle.

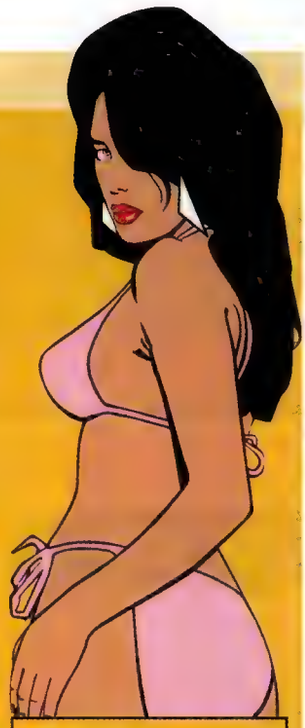
POOL INTENTIONS: A great shot of the pool, but a shame about the copter.

LIFE'S A BEACH: Can it be long before these hit the shops in real life?



JACKETEER: Yet another Rockstar logo, for those who really want to see it.

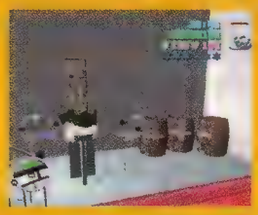
FREEBIES



Your room at the mansion tends to fill up quickly with memorabilia after completing certain missions, so it's always worth checking back there at frequent intervals, and at your Ocean Beach hotel room too. Here's a quick rundown:

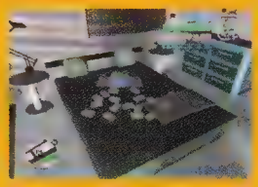
BARRELS OF BOOMSHINE

Finish all of Phil Cassidy's missions for some barrels of boomshine to turn up at the hotel room.



HUGE BAG OF MONEY

Finish The Job for a bag crammed with cash to appear in your hotel room.



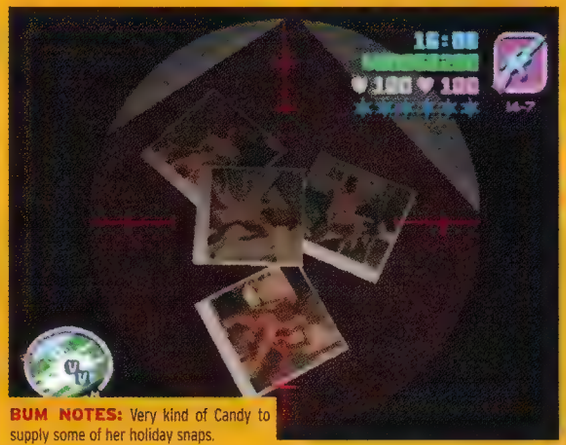
RC HELICOPTER KIT BOX

Finish the Demolition Man mission, and the box for a radio controlled helicopter will appear in one of the ground floor rooms of the Vercetti Estate.

SWEETPORN: We don't have any idea what is going on in this poster. None. At all.

CANDY SUXXX POSTER

Finish all of the movie studio missions, and a huge Candy Suxxx poster appears in your office, along with some scattered shots of her on your desk (use a sniper rifle to zoom into them). Also check out the building involved in "G Spotlight", at night. Oh yes.



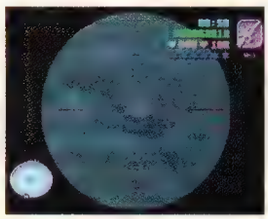
BUM NOTES: Very kind of Candy to supply some of her holiday snaps.

CORPSES AND TRIBUTES

Prowl Little Havana for a butcher's shop. Now take a closer look. Closer still... isn't that a human arm? Ouch.

CONCRETE TROUSERS

Steal a boat and get to your/Diaz's mansion. From here, head due east, and look for some large rocks that are under the water. Look even harder, and you should see some poor soul with concrete boots.



WATER WAY TO GO: As if it wasn't bad enough, they left him in his boxers.

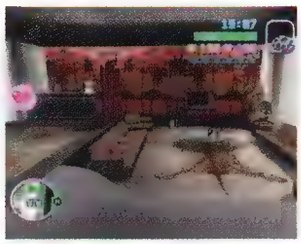
SCARFACE REFERENCE #1

Get yourself to the Pay 'n' Spray that's on Ocean Beach, and check carefully around the building for an apartment located on the second floor. One of the doors will be open, so go inside, then again to the bathroom. We'd like to keep it a surprise, but the screenshot should give you a clue as to what you can expect...

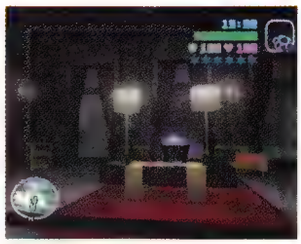
CHAIN OF DEMAND: All the buildings look alike in this area, but follow the map and you shouldn't take too long to find it. Take a good look around once you get there.

SCARFACE REFERENCE #2

The luxurious mansion that our hero Tommy Vercetti ends up, ahem, 'inheriting' from Diaz is very similar to the one in the classic Pacino film – particularly the front steps, the main office, and the tigerskin rug room. Have a wander round to check for more likenesses.



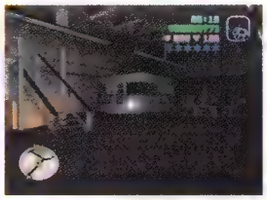
WELL ROOMED: No, it's your mansion, of course! Nice wallpaper, not to mention the rug.



FEELING MOVIE: Scarface fans should feel a warm tingle of recognition, particularly here

KAUFMAN REFERENCE

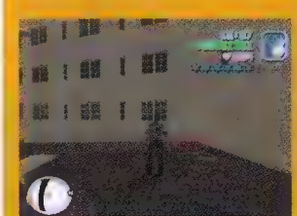
If you're not a fan of crazy comedian Andy Kaufman, you really should be. Forget Heartbleeps, this guy was the Intergender Wrestling Champion of the World. He was also in a sitcom called Taxi, decades ago. What's the cab company called in Vice City? Kaufman cabs. Is the interior almost identical to the sitcom set? Why, yes it is.



HAPPY EASTER!

You want an Easter Egg? You want a PROPER Easter Egg? Well then, we recommend going to the helipad atop the Vice City News building, then going through the hollow wall on the right – you have to jump to the nearest window on the corner; a bunny hop of faith.

CLEAN LEAP: Not as suicidal as it looks, we promise you. No, really. Honestly.



TILE BE BACK: Not much to look like at so far, but one long jump later...

EGGS-ELLENT: Wow. Look. An Easter egg made of chocolate, and everything. Woo.

MORTAL KOMBAT: DEADLY ALLIANCE

PART 1 **FATALITY!** Guiding you through the realm of Outworld like Christopher Lambert in a ridiculous wig, PSM2 takes you by the hand – then throws you on the ground and jumps on your head! Hah! Sorry.

AIM OF THE GAME

Trying to foil Shang Tsung's impending invasion of Earth's only half the battle – the real point of struggling through Arkade mode again is to earn Kash and unlock Koffins. And if you don't want to be saddled with hi-larious pictures of adult nappies and the Kombat Pinball game draining away your precious money, you'll be wanting a cheeky peek at their Kontents. Yes. If you're stuck on Moloch or keep bruising your hands against the granite Test Your Might slabs, we've probably got some helpful advice for you, too.

KOME ON, THEN

Alternatively, you might just be after dancing in the entrails and skull fragments of fallen foes, like Michael Flatley in a butcher's shop. Sound good? Then get professional help, sicko – all we're going to give you is a guide to the solitary fatality available to each character. Impale them! Bruise them! Mock their ability to form lasting relationships! But most of all, Finish Them...

WHAT WE SAID...

PSM2 ISSUE #30 Xmas 2002

"*Deadly Alliance* is already showing off ample skill – it's got the moves, it's got the gore, it's got the most brutal two-player yet..."

WHAT WE SAY NOW

Blood and gore in abundance, plus far more depth: a big surprise, a big score, and a sequel that gives *Mortal Kombat* more than a fighting chance of continued success.

85

FATAL FURY

The only way to *really* beat your opponent is to humiliate them with a fatality. Not only does it look great, it's also likely to turn your mates into sobbing wrecks who will become your slaves if only to save themselves another beating.

SONYA BLADE

How to unlock:
Available from the start

Fatality: Kiss of Death
←, →, →, ↓, △

QUAN CHI

How to unlock:
Available from the start

Fatality: Neck Stretcher
←, ←, →, ←, ⊗

Fatality 2
↑, ↑, ↓, ↓, ⊗

SHANG TSUNG

How to unlock:
Available from the start

Fatality: Soul Consume
↑, ↓, ↑, ↓, △

BO RAI CHO

How to unlock:
Available from the start

Fatality: Belly Flop
←, ←, ←, ↓, ◎

LI MEI

How to unlock:
Available from the start

Fatality: Super Crush Kick
→, →, ↓, →, ◎

SCORPION

How to unlock:
Available from the start

Fatality: Spear Head
←, ←, ↓, ←, ◎

KENSHI

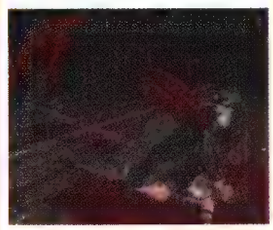
How to unlock:
Available from the start

Fatality: Telekinetic Crush
→, ←, →, ↓, ⊗

MAVADO

How to unlock:
Available from the start

Fatality: Kick Thrust
←, ←, ↑, ↑, ▢



JONNY CAGE

How to unlock:
Available from the start

Fatality: Brain Ripper
←, →, →, ↓, △

SUB-ZERO

How to unlock:
Available from the start

Fatality: Skeleton Rip
←, →, →, ↓, ⊗

KANO

How to unlock:
Available from the start

Fatality: Open Heart Surgery
→, ↑, ↑, ↓, ▢

KUNG LAO

How to unlock:
Available from the start

Fatality: Splitting Headache
↓, ↑, ←, ⊗

NITARA

How to unlock:
Open Koffin TI with 4022 gold Koins

Fatality: Blood Thirst
↑, ↑, →, ▢

DRAHMIN

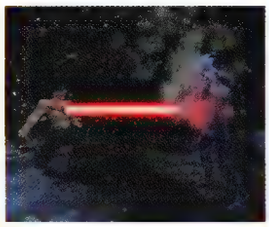
How to unlock:
Purchase Koffin UR for 6500 sapphire Koins

Fatality: Iron Bash
←, →, →, ↓, ⊗

HSU HAO

How to unlock:
Spend 3317 jade Koins on the MW Koffin

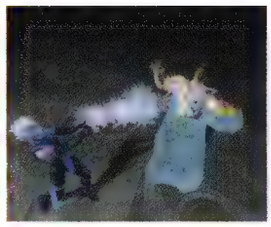
Fatality: Laser Slicer
→, ←, ↓, ↓, △



FROST

How to unlock:
For a mere 208 ruby Koins, open Koffin IV

Fatality: Freeze Shatter
→, ←, ↑, ↓, ▢



JAX BRIGGS

How to unlock:
Purchase Koffin SA with 3780 ruby Koins

Fatality: Head Stomp
↓, →, →, ↓, △

KITANA

How to unlock:
Free her by buying Koffin KI with 2931 sapphire Koins

Fatality: Kiss of Doom
↓, ↑, →, →, △

RAIDEN

How to unlock:
He costs 3116 jade Koins from Koffin XG

Fatality: Electrocution
←, →, →, →, ⊗

REPTILE

How to unlock:
Open Koffin LL with 3822 gold Koins

Fatality: Acidic Shower
↑, ↑, ↑, →, ⊗

CYRAX

How to unlock:
With 3003 platinum Koins, unlock Koffin CN

Fatality: Claw Smasher
→, →, →, ↑, △

BLAZE

How to unlock:
To unlock this secret character, you must first complete Konquest mode with every fighter. Now spend 684 onyx Koins unlocking Koffin PN. To use the character, highlight Raiden on the character selection screen, and hold ↓ when you select him.

Fatality: None

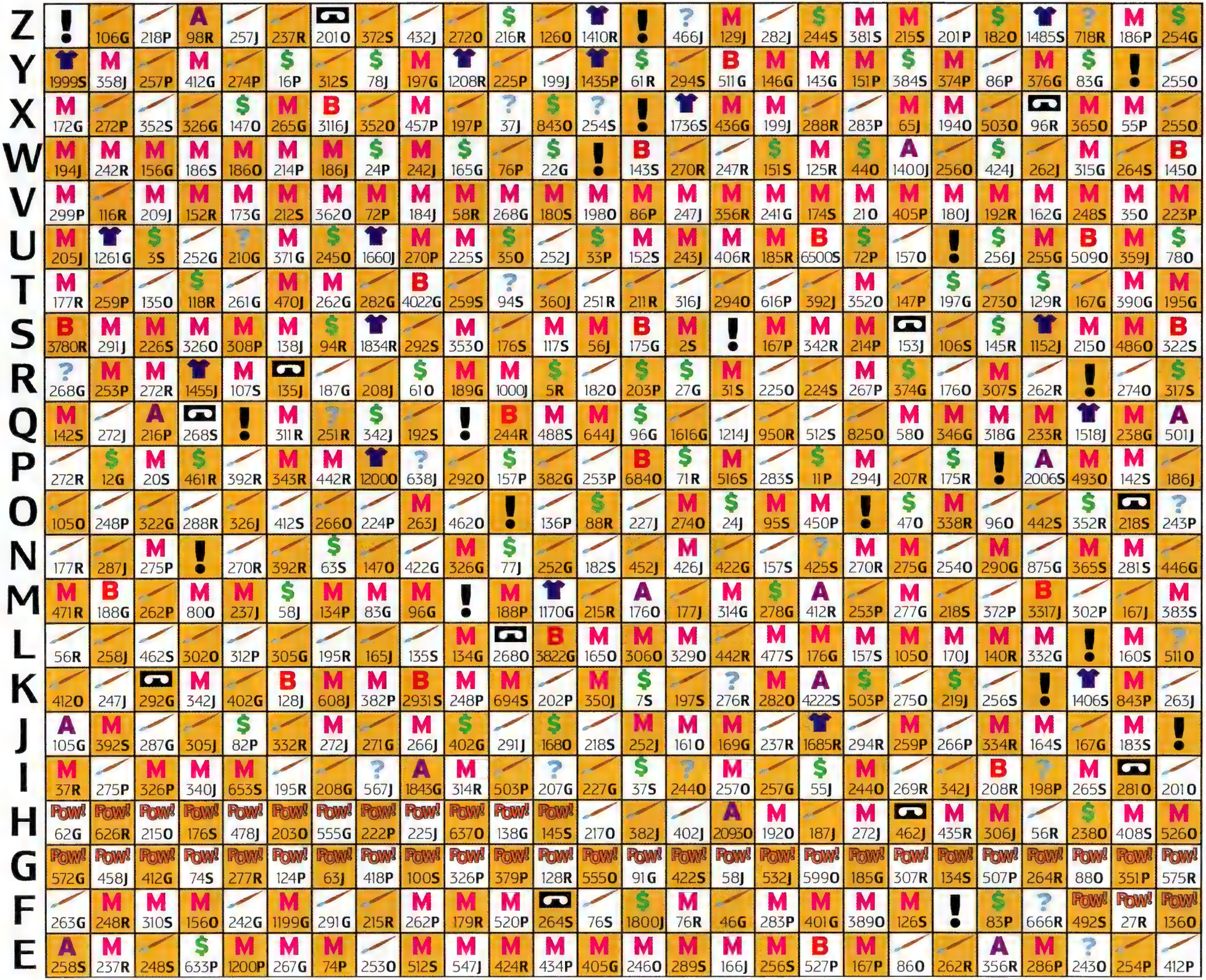
MOKAP

How to unlock:
Again, to unlock Mokap, you must first beat Konquest mode with all the characters, and then purchase Koffin YP with 511 gold Koins. To fight as Mokap, highlight Cyrax at the character selection screen, and hold ↓ when you select him.

Fatality: None

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2



KOFFIN DODGER

Quickly find the best koffins and avoid the worst with our at-a glance guide

KEY

- B Character Bios
- $ Koins
- Costumes
- Pow! Comic Strip
- A Arena
- ? Hints
- Artwork
- Video
- ! Empty
- M Misc.

S Sapphire O Onyx J Jade R Ruby G Gold P Platinum

MORTAL KOMBAT: DEADLY ALLIANCE

"CUSTARD"

KRYPTIC

Use this epic guide in conjunction with the grid to see exactly what's in those koffins...

AA Costume for Quan Chi
1556 Gold Koins

AB Kung Lao Sketch
186 Gold Koins

AC Li Mei Bio
424 Platinum Koins

AD Moloch Sketches
96 Sapphire Koins

AE MK2 Cabinet Security Panels
118 Onyx Koins

AF Hint – RO: Rip Off!!!
313 Platinum Koins

AG Deadly Alliance is Born Art
258 Sapphire Koins

AH Shang Tsung Sketch
66 Gold Koins

AI Quan Chi's Tattoos
277 Onyx Koins

AJ 38 Gold Koins
26 Jade Koins

AK Moloch Promo Render
432 Gold Koins

AL Shang Tsung's Palace
287 Ruby Koins

AM Mavado Coat Concepts
192 Platinum Koins

AN Hint – PD: Pay Day!!!
52 Gold Koins

AO 57 Sapphire Koins
105 Onyx Koins

AP Quan Chi's Throne
154 Onyx Koins

AQ Scorpion Concept Sketch
226 Ruby Koins

AR Costume for Nitara
2206 Jade Koins

AS Palace Exterior Sketch
66 Jade Koins

AT Swamplands Sketch
269 Ruby Koins

AU Shang Tsung Bio
463 Gold Koins

AV Senate of the Elder Gods Test Video
497 Ruby Koins

AW 88 Ruby Koins
76 Gold Koins

AX Quan Chi's Inner Sanctum
337 Gold Koins

AY Concept Characters
258 Platinum Koins

AZ Test Your Sight Concept
442 Ruby Koins

BA Lin Kuei Temple Concept
264 Onyx Koins

BB Sub-Zero's Medallion
326 Ruby Koins

BC Giant Drummer Detail
452 Gold Koins

BD Costume for Kano
1520 Sapphire Koins

BE Swamplands Sketch
67 Gold Koins

BF 120 Jade Koins
263 Platinum Koins

BG Baphomet Sketch
217 Sapphire Koins

BH Ultimate MK3 Arcade Marquee 116 Jade Koins

BI Sonya Concept Sketch
167 Jade Koins

BJ Ghost Ship
178 Platinum Koins

BK Drum Arena Details
136 Sapphire Koins

BL Portal Sphere
145 Jade Koins

BM Character Concepts
207 Onyx Koins

BN The Grid – Guest Stars
720 Onyx Koins

BO The Grid – Noob Saibot
305 Platinum Koins

BP The Grid – MK Ninjas
426 Gold Koins

BQ Costume for Kitana
1327 Gold Koins

BR Hint – FK: Fly Killer
451 Onyx Koins

BS Mavado Sketches
253 Sapphire Koins

BT Blood Energy Drink
291 Sapphire Koins

BU Reptile Skin Lotion
336 Platinum Koins

BV Backstage – MK4 Commercial
371 Sapphire Koins

BW Backstage – MK4 Commercial
329 Onyx Koins

BX Backstage – MK4 Commercial
212 Platinum Koins

BY MK Gold Logo
183 Gold Koins

BZ MK4 Sonya and Tanya
381 Platinum Koins

CA Shang Tsung's Palace Sketch
218 Onyx Koins

CB Octo Garden Sketch
252 Sapphire Koins

CC Book of Destiny
376 Jade Koins

CD Shang Tsung's Soul Concept
261 Jade Koins

CE Great Dragon Egg
174 Jade Koins

CF Female Character Concepts
268 Onyx Koins

CG Hint – JT: Johnny's Tapes
75 Sapphire Koins

CH 92 Sapphire Koins
48 Jade Koins

CI Test Your Sight Concept
271 Jade Koins

CJ Quan Chi Sketches
272 Ruby Koins

CK Wu Shi Academy
556 Jade Koins

CL 492 Onyx Koins
332 Gold Koins

CM House of Pekara Concept
244 Gold Koins

CN Unlock Cyrax
3003 Platinum Koins

CO Kano's Cereal
192 Ruby Koins

CP Carlos Pesina
172 Ruby Koins

CQ Senate of Elder Gods Concept
272 Gold Koins

CR Raiden Sketch
294 Platinum Koins

CS 143 Ruby Koins
89 Sapphire Koins

CT Dragonfly Story
588 Ruby Koins

CU Swamplands Sketch
257 Sapphire Koins

CV 71 Jade Koins
121 Sapphire Koins

CW Academy Promo Render
226 Ruby Koins

CX Scorpion Goes Back to Hell Video
203 Gold Koins

CY Soul Cage Concept
116 Ruby Koins

CZ Hsu Hao Concepts
362 Onyx Koins

DA 18 Sapphire Koins
72 Ruby Koins

DB Soul Chamber Concept
257 Sapphire Koins

DC MK3 Kung Lao vs Jax
838 Onyx Koins

DD Lifeguard Sonya
355 Gold Koins

DE Character Concepts
126 Gold Koins

DF Dan 'Toasty' Forden
286 Platinum Koins

DG Sonya Blade Bio
57 Jade Koins

DH Shokan Warriors
199 Gold Koins

DI Quan Chi on the Sax
254 Sapphire Koins

DJ 98 Ruby Koins
186 Platinum Koins

DK Johhny Cage Costume
1460 Ruby Koins

DL Scorpion Cloth Test Video
230 Platinum Koins

DM Acid Bath
428 Onyx Koins

DN 18 Jade Koins
234 Sapphire Koins

DO 221 Onyx Koins
39 Gold Koins

DP Mortal Kombat 2 Print Ad
224 Jade Koins

DQ Hint – SF: Smelly Feet
656 Platinum Koins

DR Mavado Sketches
273 Sapphire Koins

DS Nethership
1472 Ruby Koins

DT Li Mei Sketch
332 Ruby Koins

DU MK3 Behind the Scenes
368 Onyx Koins

DV Empty
257 Ruby Koins

DW Cave Arena Concept Video
157 Ruby Koins

DX 579 Ruby Koins
292 Jade Koins

DY Hint – SS: Sword Sale
94 Gold Koins

DZ Empty
258 Onyx Koins

EA The Lost Tomb
258 Sapphire Koins

EB Ed Boon
237 Ruby Koins

EC Swamplands Sketch
248 Sapphire Koins

ED 949 Platinum Koins
633 Platinum Koins

EE Mythologies Home Version
1200 Platinum Koins

EF Quality Assurance Chicago
267 Gold Koins

EG MK3 Arcade Marquee
74 Platinum Koins

EH Reptile Sketch
253 Onyx Koins

EI Action Figures
512 Sapphire Koins

EJ Action Figures
547 Jade Koins

EK Action Figures
424 Ruby Koins

EL Action Figures
434 Platinum Koins

EM Action Figures
405 Gold Koins

EN Action Figures
246 Onyx Koins

EO Action Figures
289 Sapphire Koins

EP Action Figures
166 Jade Koins

EQ Action Figure Vehicles
256 Sapphire Koins

ER Bo' Rai Cho Bio
527 Platinum Koins

ES MK3 Ultimate Print Ad
167 Platinum Koins

ET Quan Chi's Face Texture
86 Onyx Koins

EU Dairou Drawings
262 Ruby Koins

EV Drum Arena
356 Ruby Koins

EW Quan Chi's Chest Armour
286 Platinum Koins

EX Hint – ST: Sarna Test
243 Onyx Koins

EY Cyrax Sketch
254 Platinum

EZ Blood Stone Mine Concept
412 Platinum

FA Cyrax Test Render
263 Gold Koins

FB A Long Time Ago (Smash TV)
248 Ruby Koins

FC A Softer Side to Cyrax
310 Sapphire Koins

FD Portal Story
156 Onyx Koins

FE Li Mei Sketch
242 Gold Koins

FF MK1 Sub-Zero vs. Scorpion
1199 Gold Koins

FG Dragonfly Concept Render
291 Gold Koins

FH House of Pekara Concept
215 Ruby Koins

FI Deadly Alliance Koins
262 Platinum Koins

FJ MK3 Arcade Cabinet
179 Ruby Koins

FK Bug Blaster
520 Platinum Koins

FL Early MKDA Promo Video
264 Sapphire Koins

FM Palace Exterior Sketch
76 Sapphire Koins

FN 1800 Jade Koins
93 Jade Koins

FO MK2 Characters
76 Ruby Koins

FP Palace Exterior Sketch
46 Gold Koins

FQ MK T-shirts
283 Platinum Koins

FR MK Youth Clothing
401 Gold Koins

FS MK Sweatshirts
389 Onyx Koins

FT MK T-shirts
126 Sapphire Koins

FU Empty
20 Onyx Koins

FV 243 Platinum Koins
83 Platinum Koins

FW Hint – UH: Unleash Hell
666 Ruby Koins

FX Comic Book Art, 1 of 41
492 Sapphire Koins

FY Comic Book Art, 2 of 41
27 Ruby Koins

FZ Comic Book Art, 3 of 41
136 Onyx Koins

GA Comic Book Art, 4 of 41
572 Gold Koins

GB Comic Book Art, 5 of 41
458 Jade Koins

GC Comic Book Art, 6 of 41
412 Gold Koins

GD Comic Book Art, 7 of 41
74 Sapphire Koins

GE Comic Book Art, 8 of 41
277 Ruby Koins

GF Comic Book Art, 9 of 41
124 Platinum Koins

GG Comic Book Art, 10 of 41
63 Jade Koins

GH Comic Book Art, 11 of 41
418 Platinum Koins

GI Comic Book Art, 12 of 41
100 Sapphire Koins

GJ Comic Book Art, 13 of 41
326 Platinum Koins

GK Comic Book Art, 14 of 41
379 Platinum Koins

GL Comic Book Art, 15 of 41
128 Ruby Koins

GM Comic Book Art, 16 of 41
555 Onyx Koins

GN Comic Book Art, 17 of 41
91 Gold Koins

GO Comic Book Art, 18 of 41
422 Sapphire Koins

GP Comic Book Art, 19 of 41
58 Jade Koins

GQ Comic Book Art, 20 of 41
532 Jade Koins

GR Comic Book Art, 21 of 41
599 Onyx Koins

GS Comic Book Art, 22 of 41
185 Gold Koins

GT Comic Book Art, 23 of 41
307 Ruby Koins

GU Comic Book Art, 24 of 41
134 Sapphire Koins

GV Comic Book Art, 25 of 41
507 Platinum Koins

GW Comic Book Art, 26 of 41

BEATING MOLOCH

He's a nasty piece of work, this one, and you can't impale him with any weapons and wait for him to bleed to death, because his skin is as thick as four-month-old custard. There are, however, three characters you can use to beat him quickly.

With Shang Tsung, select the Crane style of fighting and hammer him with the ⊗ and ▢ buttons until he lets his guard down, then you can press ◎ and repeat this until you've floored the beast.

Playing as Quan Chi, hold ← and press ◎, △, △ with your weapon attack repeatedly. Fighting as Raiden, simply take out your staff and thwack Moloch with your R1 attack again and again until victory is yours.

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

264 Ruby Koins

GX Comic Book Art, 27 of 41
88 Onyx Koins

GY Comic Book Art, 28 of 41
351 Platinum Koins

GZ Comic Book Art, 29 of 41
575 Ruby Koins

HA Comic Book Art, 30 of 41
62 Gold Koins

HB Comic Book Art, 31 of 41
626 Ruby Koins

HC Comic Book Art, 32 of 41
215 Onyx Koins

HD Comic Book Art, 33 of 41
176 Sapphire Koins

HE Comic Book Art, 34 of 41
478 Jade Koins

HF Comic Book Art, 35 of 41
203 Onyx Koins

HG Comic Book Art, 36 of 41
555 Gold Koins

HH Comic Book Art, 37 of 41
222 Platinum Koins

HI Comic Book Art, 38 of 41
225 Jade Koins

HJ Comic Book Art, 39 of 41
637 Onyx Koins

HK Comic Book Art, 40 of 41
138 Gold Koins

HL Comic Book Art, 41 of 41
145 Sapphire Koins

HM Bank Interior Sketch
217 Onyx Koins

HN Lung Hai Temple Sketch
382 Jade Koins

HO Scorpion Preliminary Model
402 Jade Koins

HP House of Pekara
2093 Onyx Koins

HQ Sektor's Helmet
192 Onyx Koins

HR Konquest Mode Concepts
187 Jade Koins

HS Herman Sanchez
272 Jade Koins

HT Ice Palace Test Video
462 Jade Koins

HU MK Pinball
435 Ruby Koins

HV MK Gold Print Ad
306 Jade Koins

HW Fire Well Concept
56 Ruby Koins

HX 38 Jade Koins
238 Onyx Koins

HY Kenshi's Sword
408 Sapphire Koins

HZ Shang Tsung's Soulnado
526 Onyx Koins

IA MK4 Logo
37 Ruby Koins

IB Forest Sketch
275 Platinum Koins

IC MK Rock 'Em Sock 'Em
326 Platinum Koins

ID Sub-Zero Coffee Mug
340 Jade Koins

IE 32 Pack of Adult Diapers
653 Sapphire Koins

IF River Front Concept
195 Ruby Koins

IG Lava Shrine Exterior Concept
208 Gold Koins

IH Hint – IV: Icy Vixen
567 Jade Koins

II Lava Shrine
1843 Gold Koins

IJ Quan Chi's Amulet
314 Ruby Koins

IK Lava Shrine Priests
503 Platinum Koins

IL Hint – DK: Dressed to Kill
207 Gold Koins

IM Church Concept
227 Gold Koins

IN 57 Gold Koins
37 Sapphire Koins

IO Hint - PH: Phat!
244 Onyx Koins

IP Halloween Masks
257 Onyx Koins

IQ Fortress Exterior Sketches
257 Gold Koins

IR 91 Sapphire Koins
55 Jade Koins

IS Sub-Zero's Blade
244 Ruby Koins

IT Character Concepts
269 Ruby Koins

IU Dairou Sketch
342 Jade Koins

IV Unlock Frost
208 Ruby Koins

IW Hint – CN: Cyber Ninja
198 Platinum Koins

IX MKDA Merchandise
265 Sapphire Koins

IY MK Gold Endings Video
281 Onyx Koins

IZ Jax Renderings
201 Onyx Koins

JA Kuatan Palace
105 Gold Koins

JB Programmer's Photo
392 Sapphire Koins

JC Frost Sketches
287 Gold Koins

JD Swamplands Test Render
305 Jade Koins

JE 59 Ruby Koins
82 Platinum Koin

JF Drum Arena Sketch
332 Ruby Koins

JG Jon Greenberg
272 Jade Koins

JH Hsu Hao Sketches
271 Gold Koins

JI MK4 Print Ad
266 Jade Koins

JJ 772 Sapphire Koins
402 Gold Koins

JK Li Mei Sketch
291 Jade Koins

JL 92 Gold Koins
168 Onyx Koins

JM Shang Tsung Drawings
218 Sapphire Koins

JN John Nocher
252 Jade Koins

JO MK2 Arcade Board
161 Onyx Koins

JP John Podlasek
169 Gold Koins

JQ Kitana Sketches
237 Ruby Koins

JR Raiden Costume
1685 Ruby Koins

JS Dragonfly Render
294 Ruby Koins

JT Johnny Cage Videos
259 Platinum Koins

JU Palace Interior Sketch
266 Platinum Koins

JV John Vogel
334 Ruby Koins

JW Kano's Reminder
164 Sapphire Koins

JX Raiden Test Render
167 Gold Koins

JY MK4 Home Version
183 Sapphire Koins

JZ Empty
25 Jade Koins

KA Swamplands Sketch
412 Onyx Koins

KB Elder God Hall Sketch
247 Jade Koins

KC Dragonfly Test Video
292 Gold Koins

KD Artists
342 Jade Koins

KE Nitara Sketch
402 Gold Koins

KF Mavado Bio
128 Jade Koins

KG Edenia Golf Outfitters
608 Jade Koins

KH Can of Squid
382 Platinum Koins

KI Unlock Kitana
2931 Sapphire Koins

KJ MK Baseball Caps
248 Platinum Koins

KK MK4 Characters
694 Sapphire Koins

KL Cyrax Sketches
202 Platinum Koins

KM MK Strategy Guides
350 Jade Koins

KN 15 Gold Koins
7 Sapphire Koins

KO Konquest Mode Concepts
197 Sapphire Koins

KP Hint – MW: Mongol Warrior
276 Ruby Koins

KQ Alexander Barrentine
282 Onyx Koins

KR Palace Grounds
4222 Sapphire Koins

KS 216 Jade Koins
503 Platinum Koins

KT Moloch Test Render
275 Onyx Koins

KU 322 Platinum Koins
219 Jade Koins

KV Arena Concepts
256 Sapphire Koins

KW Empty
257 Sapphire Koins

KX Li Mei Costume
1406 Sapphire Koins

KY MK1 Cage vs Kano
843 Platinum Koins

KZ Character Concepts
263 Jade Koins

LA Blood Particle Details
56 Ruby Koins

LB Game Play Wall Trick Ideas
258 Jade Koins

LC Game Play Kicks and Dodges
462 Sapphire Koins

LD Game Play Fatalities
302 Onyx Koins

LE Game Play Face Strikes
312 Platinum Koins

LF Game Play Special Moves
305 Gold Koins

LG Game Play Throws
195 Ruby Koins

LH Game Play Fatalities
165 Jade Koins

LI Game Play Throws
135 Sapphire Koins

LJ Nitara's Crystal
134 Gold Koins

LK Wu Shi Academy Test Video
268 Onyx Koins

LL Unlock Reptile
3822 Gold Koins

LM Luis Mangubat
165 Onyx Koins

LN Chrome Bling
306 Onyx Koins

LO Deadly Alliance Website
329 Onyx Koins

LP Sub-Zero Sketch
442 Ruby Koins

LQ MK1 Arcade Goro
477 Sapphire Koins

LR MKDA Box Art Concepts
176 Gold Koins

LS MKDA Box Art Concepts
157 Sapphire Koins

LT MKDA Logo Concepts
105 Onyx Koins

LU MKDA Box Art Concepts
170 Jade Koins

LV MKDA Box Art Concepts
140 Ruby Koins

LW Midway Creative Media
332 Gold Koins

LX Empty
147 Platinum Koins

LY Mk4 Scorpion vs. Raiden
160 Sapphire Koins

LZ Hint – FL: First Look
511 Onyx Koins

MA Johnny Cage Bio
471 Ruby Koins

MB Mike Boon
188 Gold Koins

MC Wu Shi Academy Sketches
262 Platinum Koins

MD Tools and Technology
80 Onyx Koins

ME MKDA Print Ad
237 Jade Koins

MF 102 Onyx Koins
58 Jade Koins

MG MK4 Road Tour
134 Platinum Koins

MH MK4 Road Tour
83 Gold Koins

MI MK4 Arcade Debut
96 Gold Koins

MJ Empty
268 Onyx Koins

MK MK1 Arcade
188 Platinum Koins

ML Shang Tsung Costume
1170 Gold Koins

MM Bridge Arena Concept
215 Ruby Koins

MN Portal
176 Onyx Koins

RAID THE BANK

To get your hands on a serious amount of Koins (and the chance to unlock all of those goodies in the Krypt), begin the game with two controllers plugged in and start a Versus match.

Load a different profile for each player (if you don't have two profiles, make a new one for Player Two and earn some more Koins), and wager a round by pressing R2. After the first fight, have Player 1 make a wager and press → once to bet onyx Koins, twice to bet jade Koins, three times for ruby, four times for gold, five times for platinum and press → six times to wager sapphire Koins. If you've done this correctly, you'll hear a sound. Now press ↑ to wager Koins until the sound of Koins clinking stops, and then press R2. Choose your fighters for both players, and make sure that Player One beats Player Two. Player One will win the Koins wagered, and Player Two won't have lost a penny. Smart. You can repeat this as many times as you like to get loads of Koins.

BLOOD 'N' GUTS

A good way of draining your opponent's life bar without having to attack them is by impaling your weapon into them by pressing R1 when your weapon is drawn. This can be done with Sub-Zero, Frost, Kung Lao, Cyrax, Li Mei, Shang Tsung, Kitana or Reptile. These moves can be blocked, however, and Katana throws her weapons, which are lost for the rest of the bout if the attack is blocked. If you manage to pull off this evil trick, then your foe will bleed slowly, and you can either retreat to a safe distance and watch them suffer, or attack and end their pain.

MO Drahmin Sketches
177 Jade Koins

MP MK Basketball Concept
314 Gold Koins

MQ 412 Jade Koins
278 Gold Koins

MR Lung Hai Temple
412 Ruby Koins

MS Outworld Concept Sketch
253 Platinum Koins

MT Mike Taran
227 Gold Koins

MU Sarna Ruins Concept
218 Sapphire Koins

MV Hsu Hao Sketches
372 Platinum Koins

MW Unlock Hsu Hao
3317 Jade Koins

MX Palace Exterior Sketch
302 Platinum

MY Moloch's Ball Sketches
167 Jade Koins

MZ Assassin for Hire
383 Sapphire Koins

NA Sonya Sketch
177 Ruby Koins

NB House of Pekara Render
287 Jade Koins

NC Nigel Casey
275 Platinum Koins

ND Empty
212 Sapphire Koins

NE Jax Concept Sketch
270 Ruby Koins

NF Scorpion Promo Render
392 Ruby Koins

NG 252 Platinum Koins
63 Sapphire Koins

NH Hachiman Sketch
147 Onyx Koins

NI Kitana Sketches
422 Gold Koins

NJ MK Lunch Time
326 Gold Koins

NK 116 Onyx Koins
77 Jade Koins

NL Wu Shi Academy Monk
252 Gold Koins

NM Scorpion Online Promo
182 Sapphire Koins

NN Blaze Sketches
452 Jade Koins

NO Kabal's Helmet
426 Jade Koins

NP Kitana Sketches
422 Gold Koins

NQ Quan Chi Promo Render
157 Sapphire Koins

NR Hint – BT: Blood Thirsty?
425 Sapphire Koins

NS Nick Shin
270 Ruby Koins

NT Artic Hold
275 Gold Koins

NU Quan Chi's Fortress Sketches
254 Onyx Koins

NV Kenshi's Glass Eyes
290 Gold Koins

NW Lost Tomb Sketch
875 Gold Koins

NX Damnation Charcoal
365 Sapphire Koins

NY Brian Lebaron
281 Sapphire Koins

NZ The Mine Arena Concept
446 Gold Koins

OA Movie Storyboard, 1 of 8
105 Onyx Koins

OB Movie Storyboard, 2 of 8
248 Platinum Koins

OC Movie Storyboard, 3 of 8
322 Gold Koins

OD Movie Storyboard, 4 of 8
288 Ruby Koins

OE Movie Storyboard, 5 of 8
326 Jade Koins

OF Movie Storyboard, 6 of 8
412 Sapphire Koins

OG Movie Storyboard, 7 of 8
266 Onyx Koins

OH Movie Storyboard, 8 of 8
224 Platinum Koins

OI Midway Movie Group
263 Jade Koins

OJ Interactive Arena Concept
462 Onyx Koins

OK Empty
326 Jade Koins

OL Evil Masters Sketch
136 Platinum Koins

OM 177 Jade Koins
88 Ruby Koins

ON Quan Chi Sketches
227 Jade Koins

OO Mortal Kandies
274 Onyx Koins

OP 125 Gold Koins
24 Jade Koins

OQ MK4 Logo Treatment
95 Sapphire Koins

OR Alan Villani
450 Platinum Koins

OS Empty
166 Onyx Koins

OT 222 Onyx Koins
47 Onyx Koins

OU Back to School with MK
338 Ruby Koins

OV Reptile's Lair Concept
96 Onyx Koins

OW Fallen Giants Arena Sketch
422 Sapphire Koins

OX 352 Gold Koins
352 Ruby Koins

OY Blade Arena Test Video
218 Sapphire Koins

OZ Hint – IS: Ice Sword
243 Platinum Koins

PA Lung Hai Temple Concept
272 Ruby Koins

PB 6 Platinum Koins
12 Gold Koins

PC Football Raiden
20 Sapphire Koins

PD 1056 Platinum Koins
461 Ruby Koins

PE Kung Lao Render Test
392 Ruby Koins

PF Reptile's De-Evolution
343 Ruby Koins

PG Paulo Garcia
442 Ruby Koins

PH Bo' Rai Cho Costume
1200 Onyx Koins

PI Hint – HP: Haunted Place
638 Jade Koins

PJ Drum Arena Details
292 Onyx Koins

PK 475 Platinum Koins
157 Platinum Koins

PL Dojo Concept Sketch
382 Gold Koins

PM Kenshi Sketch
253 Platinum Koins

PN Unlock Blaze
684 Onyx Koins

PO 108 Gold Koins
71 Ruby Koins

PP MK Gear
516 Sapphire Koins

PQ Lava Shrine Sketch
283 Sapphire Koins

PR 25 Sapphire Koins
11 Platinum Koins

PS Moloch the Hobbyist
294 Jade Koins

PT Slaughter Yard Concept
207 Ruby Koins

PU 267 Onyx Koins
175 Ruby Koins

MORTAL KOMBAT: DEADLY ALLIANCE

"SPIDER ARENA CONCEPT"

PV
Empty
206 Sapphire Koins

PW
Sarna Ruins
2006 Sapphire Koins

PX
Goro Statuette
493 Onyx Koins

PY
Backstage – MK Mythologies
316 Ruby Koins

PZ
Lava Shrine Sketch
186 Jade Koins

QA
Quality Assurance Chicago
142 Sapphire Koins

QB
Mavado Sketches
272 Jade Koins

QC
Lin Kuei Temple
216 Platinum Koins

QD
MK4 Arena Concept Video
268 Sapphire Koins

QE
Empty
346 Gold Koins

QF
MKDA Hats and Shirts
311 Ruby Koins

QG
Hint – LL: Lurking Lizard
251 Ruby Koins

QH
638 Onyx Koins
342 Jade Koins

QI
Lung Hai Temple Sketch
192 Sapphire Koins

QJ
Empty
49 Ruby Koins

QK
Kenshi Bio
244 Ruby Koins

QL
MK3 Promo Art
488 Sapphire Koins

QM
MK1 Characters
644 Jade Koins

QN
147 Gold Koins
96 Gold Koins

QO
Fan Art, 1 of 5
1616 Gold Koins

QP
Fan Art, 2 of 5
1214 Jade Koins

QQ
Fan Art, 3 of 5
950 Ruby Koins

QR
Fan Art, 4 of 5
512 Sapphire Koins

QS
Fan Art, 5 of 5
825 Onyx Koins

QT
MK1 Get Over Here!
58 Onyx Koins

QU
MK4 Logo Designs
346 Gold Koins

QV
Reptile's Past
318 Gold Koins

QW
MK2 Arcade
233 Ruby Koins

QX
Hsu Hao Costume
1518 Jade Koins

QY
MKDA at E3 Expo
238 Gold Koins

QZ
Quan Chi's Fortress
501 Jade Koins

RA
Hint – XG: Ex-God
268 Gold Koins

RB
Robert Blum
253 Platinum Koins

RC
Midway Creative Media
272 Ruby Koins

RD
Mavado Costume
1455 Jade Koins

RE
MK3 Print Ad
107 Sapphire Koins

RF
Swamp Bird Test Video
135 Jade Koins

RG
Sub-Zero Sketch
187 Gold Koins

RH
Bridge Arena Concept
208 Jade Koins

RI
28 Jade Koins
61 Onyx Koins

RJ
MKDA Print Ads
189 Gold Koins

RK
Evolution of Kombat
1000 Jade Koins

RL
159 Onyx Koins
5 Ruby Koins

RM
Kautan Palace Sketch
182 Onyx Koins

RN
208 Gold Koins
203 Platinum Koins

RO
1 Ruby
27 Gold Koins

RP
MK1 Test Your Might
31 Sapphire Koins

RQ
Shang Tsung Sketches
225 Onyx Koins

RR
Shang Tsung's Palace Sketch
224 Sapphire Koins

RS
Randy Severin
267 Platinum Koins

RT
258 Platinum Koins
374 Gold Koins

RU
Lava Shrine Sketch
176 Onyx Koins

RV
MK Musik
307 Sapphire Koins

RW
Shang Tsung's Palace Sketch
262 Ruby Koins

RX
Empty
105 Sapphire Koins

RY
Mavado Sketch
274 Onyx Koins

RZ
437 Gold Koins
317 Sapphire Koins

SA
Unlock Jax Briggs
3780 Ruby Koins

SB
Steve Beran
291 Jade Koins

SC
Shawn Cooper
226 Sapphire Koins

SD
Quality Assurance San Diego
326 Onyx Koins

SE
Reptile's Sword
308 Platinum Koins

SF
Shang Tsung's Souls
138 Jade Koins

SG
97 Platinum Koins
94 Ruby Koins

SH
Sonya Blade Costume
1834 Ruby Koins

SI
Tiamat Sketch
292 Sapphire Koins

SJ
MK4 Scorpion
353 Onyx Koins

SK
Jax Preliminary Model
176 Sapphire Koins

SL
Tools and Technology
117 Sapphire Koins

SM
MKDA Print Ad
56 Jade Koins

SN
Quan Chi Bio
175 Gold Koins

SO
MKDA Promo Pieces
2 Sapphire Koins

SP
Empty
63 Gold Koins

SQ
Peptic Thunder
167 Platinum Koins

SR
MK4 Goro vs. Cage
342 Ruby Koins

SS
Kung Lao Dragon Sword
214 Platinum Koins

ST
Sarna Ruins Test Video
153 Jade Koins

SU
Kenshi's Story Sketch
106 Sapphire Koins

SV
36 Sapphire Koins
145 Ruby Koins

SW
Drahmin Costume
1152 Jade Koins

SX
MK4 Arcade Marquee
215 Onyx Koins

SY
Cyrax's Arm
486 Onyx Koins

SZ
Kung Lao Bio
322 Sapphire Koins

TA
Todd Allen
177 Ruby Koins

TB
Quan Chi's Fortress Sketches
259 Platinum Koins

TC
Palace Exterior Sketch
135 Onyx Koins

TD
172 Platinum Koins
118 Ruby Koins

TE
Character Concepts
261 Gold Koins

TF
MK4 Characters
470 Jade Koins

TG
Tony Goskie
262 Gold Koins

TH
Konquest Mode Concepts
282 Gold Koins

TI
Unlock Nitara
4022 Gold Koins

TJ
Koin Sketches
259 Sapphire Koins

TK
Hint – RD: Red Dragon
94 Sapphire Koins

TL
Acid Bath Sketch
360 Jade Koins

TM
Hsu Hao Sketches
251 Ruby Koins

TN
Early MKDA
211 Ruby Koins

TO
Early MKDA
316 Jade Koins

TP
Early MKDA Jax
294 Onyx Koins

TQ
Early MKDA Scorpion
616 Platinum Koins

TR
MKDA Promo Image
392 Jade Koins

TS
Artists
352 Onyx Koins

TT
Test Your Might Sketch
147 Platinum Koins

TU
98 Onyx Koins
197 Gold Koins

TV
Wu Shi Academy Sketches
273 Onyx Koins

TW
180 Gold Koins
129 Ruby Koins

TX
Goro's Throne Sketch
167 Gold Koins

TY
Baraka
390 Gold Koins

TZ
Animators
195 Gold Koins

UA
MK4 PC Version
205 Jade Koins

UB
Frost Costume
1261 Gold Koins

UC
320 Onyx Koins
3 Sapphire Koins

UD
Drahmin Sketch
252 Gold Koins

UE
Hint – WT: Winged Transport
210 Gold Koins

UF
MK4 Liu Kang Fatality
371 Gold Koins

UG
67 Platinum Koins
245 Onyx Koins

UH
Scorpion Costume
1660 Jade Coins

UI
Cooking with Scorpion
270 Platinum Koins

UJ
Goro on the Kit
225 Sapphire Koins

UK
45 Platinum Koins
35 Onyx Koins

UL
Kai Sketch
252 Jade Koins

UM
50 Gold Koins
33 Platinum Koins

UN
MK4 Print Ad
152 Sapphire Koins

UO
MK Trading Cards
243 Jade Koins

UP
MK Trading Cards
406 Ruby Koins

UQ
Undefeatable Army
185 Ruby Koins

UR
Unlock Drahmin
6500 Sapphire Koins

US
32 Sapphire Koins
72 Platinum Koins

UT
Bridge Arena Concept
157 Onyx Koins

UU
Empty
1214 Jade Koins

UV
520 Sapphire Koins
256 Jade Koins

UW
MKDA at E3 Expo
255 Gold Koins

UX
Scorpion Bio
509 Onyx Koins

UY
MK Hits the Big Screen
359 Jade Koins

UZ
107 Ruby Koins
78 Onyx Koins

VA
Shao Kahn's Armour
299 Platinum Koins

VB
Blaze Sketch
116 Ruby Koins

VC
3 PT Staff, Butterfly Knives
209 Jade Koins

VD
Aikido
152 Ruby Koins

VE
Baji Quan and Crab
173 Gold Koins

VF
Basic Fighting Strikes
212 Sapphire Koins

VG
Basic Fighting Strikes
362 Onyx Koins

VH
Broadswords
72 Platinum Koins

VI
Cudgel
184 Jade Koins

VJ
Drunken Master
58 Ruby Koins

VK
Dragon and Eagle Claw
268 Gold Koins

VL
Escrima and Crane
180 Sapphire Koins

VM
Shuai Chiao and Shaolin Fist
198 Onyx Koins

VN
Hapkido and Nan Chuan
86 Platinum Koins

VO
Hookswords and Sai
247 Jade Koins

VP
Hung Gar and Jujutsu
356 Ruby Koins

VQ
Jojutsu
241 Gold Koins

VR
Judo
174 Sapphire Koins

VS
Kali Sticks and Nunchuka
21 Onyx Koins

VT
Kama and Katara
405 Platinum Koins

VU
Karate
180 Jade Koins

VV
Long Fist and Muay Thai
192 Ruby Koins

VW
Motion Capture Markers
162 Gold Koins

VX
Pi Gua and Jeet Kune Do
248 Sapphire Koins

VY
Praying Mantis, Lui He Ba Fa
35 Onyx Koins

VZ
Sambo
223 Platinum Koins

WA
Straight Sword
194 Jade Koins

WB
Tai Chi
242 Ruby Koins

WC
Tae Kwon Do
156 Gold Koins

WD
Tonfa
186 Sapphire Koins

WE
Tong Bei and Yuan Yang
186 Onyx Koins

WF
Wing Chun and Snake
214 Platinum Koins

WG
Xing Yi and Tang Soo Do
186 Jade Koins

WH
18 Ruby Koins
24 Platinum Koins

WI
Konquest Concept Sketch
242 Jade Koins

WJ
248 Sapphire Koins
165 Gold Koins

WK
Frost Sketches
76 Platinum Koins

WL
44 Jade Koins
22 Gold Koins

WM
Empty
36 Ruby Koins

WN
Sub-Zero Bio
143 Sapphire Koins

WO
Acid Buddha Detail
270 Ruby Koins

WP
Drahmin Sketches
247 Ruby Koins

WQ
78 Onyx Koins
151 Sapphire Koins

WR
MK3 Home Version
125 Ruby Koins

WS
165 Platinum Koins
44 Onyx Koins

WT
Dragonfly
1400 Jade Koins

WU
Lung Hai Temple Sketches
256 Onyx Koins

WV
97 Jade Koins
424 Jade Koins

WW
Dragon Arena Concept
262 Jade Koins

WX
Hsu Hao Implant
315 Gold Koins

WY
Bo' Rai Cho Sketches
264 Sapphire Koins

WZ
Kano Bio
145 Onyx Koins

XA
The Grid
172 Gold Koins

XB
Cage Sketch
272 Platinum Koins

XC
Quan Chi's Sanctum Sketch
352 Sapphire Koins

XD
Acid Buddha Detail
326 Gold Koins

XE
294 Onyx Koins
147 Onyx Koins

XF
Mortal Kombat Gold Characters
265 Gold Koins

XG
Unlock Raiden
3116 Jade Koins

XH
Cyrax Sketches
352 Onyx Koins

XI
MK 3 Behind the Scenes
457 Platinum Koins

XJ
Quan Chi Render
197 Platinum Koins

XK
Hint – DS: Death Ship
37 Jade Koins

XL
3 Ruby Koins
843 Onyx Koins

XM
Hint – SA: Steel Arms
254 Sapphire Koins

XN
Empty
27 Gold Koins

XO
Reptile Costume
1736 Sapphire Koins

XP
MK4 Gift Cards
436 Gold Koins

XQ
Raiden Performance Audio
199 Jade Koins

XR
Konquest Mode Concepts
288 Ruby Koins

XS
Kung Lao Sketch
283 Platinum Koins

XT
MK3 Characters
65 Jade Koins

XU
Mortal Friday
194 Onyx Koins

XV
Organic Arena Concept
503 Onyx Koins

XW
Baraka's Demise Video
96 Ruby Koins

XX
Shao Kahn's Medal
365 Onyx Koins

XY
Shang Tsung's Palace Story
55 Platinum Koins

XZ
Marsh Concept
255 Onyx Koins

YA
Sub-Zero Costume
1999 Sapphire Koins

YB
Ketchup and Mustard
358 Jade Koins

YC
Moloch Promo Render
257 Platinum Koins

YD
MK Stickers and Tattoos
412 Gold Koins

YE
Temple Oarsman
274 Platinum Koins

YF
64 Platinum Koins
16 Platinum Koins

YG
Swamplands Test Render
312 Sapphire Koins

YH
82 Sapphire Koins
78 Jade Koins

YI
MK2 Arcade Marquee
197 Gold Koins

YJ
Kung Lao Costume
1208 Ruby Koins

YK
Dragon Fly Concept
225 Platinum Koins

YL
Jax Concept Sketch
199 Jade Koins

YM
Kenshi Costume
1435 Platinum Koins

YN
26 Gold Koins
61 Ruby Koins

YO
Sonya Sketch
294 Sapphire Koins

YP
Unlock Mokap
511 Gold Koins

YQ
Tools and Technology
146 Gold Koins

YR
MK3 Home Version
143 Gold Koins

YS
10 Worst MKDA Subtitles
151 Platinum Koins

YT
227 Sapphire Koins
384 Sapphire Koins

YU
MK4 Comic Book
374 Platinum Koins

YV
Graveyard Concept
86 Platinum Koins

YW
Fashion Model Li Mei
376 Gold Koins

YX
242 Ruby Koins
83 Gold Koins

YY
Empty
85 Ruby Koins

YZ
Kenshi Test Render
255 Onyx Koins

ZA
Empty
63 Onyx Koins

ZB
Spider Arena Concept
106 Gold Koins

ZC
Frost Colour Sketches
218 Platinum Koins

ZD
Moloch's Lair
98 Ruby Koins

ZE
Zebron
257 Jade Koins

ZF
Lava Shrine Sketch
237 Ruby Koins

ZG
Facial Animation Test Video
201 Onyx Koins

ZH
The Krypt Concept
372 Sapphire Koins

ZI
Hell Concept
432 Jade Koins

ZJ
Water Temple Concept
272 Onyx Koins

ZK
164 Sapphire Koins
216 Ruby Koins

ZL
Drum Arena Sketch
126 Jade Koins

ZM
Jax Costume
1410 Ruby Koins

ZN
Empty
145 Sapphire Koins

ZO
Hint – LO: Log On
466 Jade Koins

ZP
MK1 Print Ad
129 Jade Koins

ZQ
Sub-Zero Promo Render
282 Jade Koins

ZR
600 Gold Koins
244 Sapphire Koins

ZS
MK Home Graphics
381 Sapphire Koins

ZT
Animators
215 Sapphire Koins

ZU
Kuatan Palace Sketch
201 Platinum Koins

ZV
116 Ruby Koins
182 Onyx Koins

ZW
Cyrax Costume
1485 Sapphire Koins

ZX
Hint – BD: Black Dragon
718 Ruby Koins

ZY
The Fans Speak
186 Platinum Koins

ZZ
355 Ruby Koins
254 Gold Koins

OF MIGHT AND MEN

If your finger tapping skills aren't quite up to scratch, there are two tricks you can use to save you from bleeding fingertips every time you have to face a Test Your Might challenge.

If you manage to get your power bar above the challenge marker, but there are still some seconds left on the clock, tap R2 for a quick finish and pray that your wrist doesn't snap under the strain. Alternatively, you can be really devious if you're lucky enough to own a controller with an auto-fire feature. Set ⊗, △, ○ and □ to auto and hold these buttons down when the challenge begins. Your power bar will stay at the top of the meter and the Koins are as good as yours.

SUBSCRIPTION OFFER!

GUARANTEE YOUR NEXT SIX ISSUES OF **PSM2** COMPLETE WITH DEMO DVD - ALL RUSHED HOT OFF THE PRESS, STRAIGHT TO YOUR DOOR!

SUBSCRIBE TODAY!

PSM2

❑ **Yes, I want to subscribe to PSM2**

Your details

Title _____ Initials _____ Surname _____

Address _____

Postcode _____ Country _____

Daytime telephone number _____

Email address _____

Please choose your method of payment (1 or 2)

1. DIRECT DEBIT

❑ Direct Debit (UK only) 13 issues ONLY £38.39 – just £9.60 every three months

Instruction to your Bank or Building Society to pay Direct Debits.

future publishing *Media with passion*

DIRECT Debit

Originator's Identification Number

7	6	8	1	9	5

Future Publishing Ltd, Cary Court, Somerton, Somerset, TA11 6BR

Please send this form to address shown

1. Name and full postal address of your Bank or Building Society branch

To: The Manager Bank/Building Society

Address _____

_____

_____ Postcode _____

2. Name(s) of account holder(s) _____

3. Branch sort code (from the top right-hand corner of your cheque) ☐☐☐☐☐☐

4. Bank or Building Society account number ☐☐☐☐☐☐☐☐

5. Instruction to your Bank or Building Society

Please pay Future Publishing Direct Debits from the account detailed on this Instruction subject to the safeguards assured by the Direct Debit Guarantee. I understand that this instruction may remain with Future Publishing and if so, details will be passed electronically to my bank or building society.

Signature(s) _____ Date _____

Ref No (Office use only) _____

Banks and Building Societies may not accept Direct Debit Instructions for some types of account.

2. CHEQUE/CREDIT CARD - 11 ISSUES + 2 FREE

❑ UK (cheque/credit card) £38.39

❑ Europe (Inc. Eire) & USA* £49.99

❑ Rest of the world* £59.99 *AIRMAIL

❑ Cheque (payable to Future Publishing Ltd. Sterling cheques drawn on a UK account.)

❑ MasterCard ❑ Visa ❑ Switch Issue No/Valid date _____

Card No ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ Expires ☐☐☐☐

Signature _____ Date _____

UK readers return this coupon to:

PSM2 Subscriptions, Future Publishing Ltd, Freepost BS4900, Somerton, Somerset, TA11 6BR

Overseas readers return this coupon (postage payable) to:

PSM2 Subscriptions, Future Publishing Ltd, Cary Court, Somerton, Somerset, TA11 6TB, UK

❑ Please tick this box if you would prefer not to receive information on other offers.

Your subscription will start with the next available issue

Order code: UPLGIFT33 Important: you may photocopy this blank form and then complete it. You cannot fax or email Direct Debit forms. Offer ends 13.03.2003

SO WHAT DO I GET?

- ☑ Your free glow-in-the-dark PS2 console stand.
- ☑ Two free issues - that's saving 15% off the cover price.
- ☑ Never miss an issue - delivery guaranteed every month.
- ☑ Free delivery direct to your door - you don't have to move.
- ☑ Pay by direct debit and it'll only cost you £9.60 every quarter!
- ☑ No risk - cancel at any time and get a full refund on all the issues you haven't received.

HOW DO I SUBSCRIBE?

- **Call our subscription hotline, or...**
- **Fill in the coupon, or...**
- **Subscribe online at:**

www.futurenet.com/promotion/pg033/107

FREE CONSOLE STAND!*

For only £9.60 every three months* you get 13 issues for the price of 11 and all delivered hot to your door!

*When you pay by direct debit

GET TWO ISSUES AND A GLOW-IN-THE-DARK PS2 STAND ABSOLUTELY FREE!*

When you subscribe to 13 issues of PSM2 for just £9.60 every three months.

- Keep your money in your pocket longer with direct debit.
- Free delivery direct to your door every month.
- Never miss another issue.
- Risk-free guarantee – receive a full refund on all unmailed copies.
- Cancel within three issues, and £8 for the stand and p&p will be deducted from the refund.

Code: UPLGIFT33
Offer ends: 31.03.2003

CALL OUR HOTLINE!

CALL TODAY: quoting UPLGIFT33

0870 444 8667

*Please note that the stand is available to UK subscribers only, and are in limited supply. If there are no glow-in-the-dark stands available, it will be replaced with a black, blue or purple version.

Overseas readers call +44 1458 271100

BACK ISSUES!

COMPLETE YOUR COLLECTION OF BRITAIN'S FIRST AND BEST PLAYSTATION 2 MAGAZINE

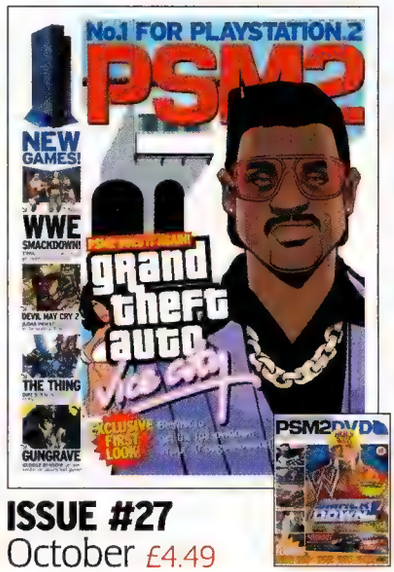
MISSED AN ISSUE OF YOUR FAVOURITE PS2 MAG & DVD?

Individual back issue prices indicated. Please call the number below for availability and ordering.

ISSUE #09 May 2001 Sold Out
ISSUE #10 June 2001 Sold Out
ISSUE #11 July 2001 Sold Out
ISSUE #12 August 2001 Sold Out
ISSUE #13 Sept 2001 Sold Out
ISSUE #14 Oct 2001 Sold Out
ISSUE #15 Nov 2001 Sold Out
ISSUE #16 Dec 2001 Sold Out
ISSUE #17 Xmas 2001 Sold Out
ISSUE #18 January Sold Out
ISSUE #19 February Sold Out
ISSUE #20 March Sold Out
ISSUE #21 April Sold Out
ISSUE #22 May Sold Out
ISSUE #23 June Sold Out
ISSUE #24 July Sold Out
ISSUE #25 August Sold Out

ISSUE #26
September £4.49

PREVIEWS include: Colin McRae Rally 3 **REVIEWS include:** TOCA Race Driver **PLUS:** MGS2 ON DVD!



ISSUE #27
October £4.49

PREVIEWS include: Clone Wars **REVIEWS include:** The Thing **PLUS:** FIRST LOOK AT GTA: VICE CITY!

ISSUE #28
November £4.49

PREVIEWS include: Pro Evolution Soccer 2 **REVIEWS include:** TimeSplitters 2 **PLUS:** STAR WARS ON DVD!

ISSUE #29
December £4.49

PREVIEWS include: The Getaway **REVIEWS include:** Haven, Ratchet & Clank **PLUS:** BIGGEST DVD EVER!

ISSUE #30
Christmas £4.49

PREVIEWS include: Mortal Kombat **REVIEWS include:** 007 in... Nightfire **PLUS:** SILENT HILL 3 ON DVD!

ISSUE #31
January £4.49

PREVIEWS include: Midnight Club 2 **REVIEWS include:** The Getaway **PLUS:** Vice City secrets on DVD!

No.1 FOR PLAYSTATION 2
PSM2
NEW GAMES!
STAR WARS
METAL GEAR SOLID 2 SUBSTANCE
MORTAL KOMBAT
GRAND THEFT AUTO VICE CITY
TOMB RAIDER
The shocking truth about PS2's forgotten hero
WORLD EXCLUSIVE FIRST LOOK
DRIVER 3
The game The Getaway should have been. Mind your manors – the daddy's back in
PSM2DVD

ISSUE #32
February £4.49

PREVIEWS include: MGS2 **REVIEWS include:** Mortal Kombat **PLUS:** Even more Vice City tips on DVD!

CALL THE PSM2 BACK ISSUES BATPHONE:

0870 444 8667

The magazine that plays PS2 longer, harder, faster than anyone else.
If you missed last issue, you're missing out – snap up a copy now!

MORE GAMES! MORE INFO! NO BULL!

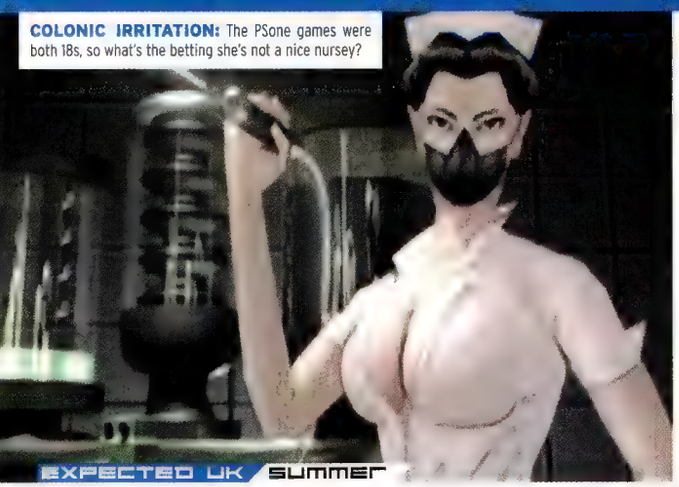
FREE!
Complete guides to The Getaway and Mortal Kombat!
PLAYSTATION 2 max
TIPS MASTERCLASS
ESSENTIAL!
132 PAGE GUIDE
the Getaway
THE COMPLETE GUIDE
INSIDE: GET EVERYTHING! THOUGHT YOU'D SEEN IT ALL? THINK AGAIN...
HUGE GUIDE!
MORTAL KOMBAT
DEADLY ALLIANCE
THE BIGGEST GUIDE IN THE WORLD!
GET: EVERY MOVE FOR EVERY CHARACTER, INCLUDING FATALITIES – PLUS ALL THE KOFFINS UNLOCKED!
ONLY FROM THE MAKERS OF max
max
SPLINTER CELL
OFFICIAL VERDICT
WE'VE PLAYED THE WHOLE GAME – NOT JUST A DEMO LIKE OTHER MAGS!
WORLD EXCLUSIVE!
SPLINTER CELL
VS METAL GEAR SUBSTANCE
GET IT ALL: FIRST VERDICT, EXCLUSIVE PS2 LEVEL, PLUS METAL GEAR HEAD-TO-HEAD!
OH, AND HAVE YOU HEARD THE LATEST ON PS3? NO? WE HAVE. FIND OUT MORE ONLY IN MAX!
ONLY £2.99
PLAYSTATION 2 GAMING max
DEVIL MAY CRY 2
68 PAGES OF NEW PS2 GAMES INCLUDING...
SOUL CALIBUR 2
DEF JAM VENDETTA
SPLINTER CELL
Don't settle for second best
GET max ON SALE
Wednesday 12 February

PLAYSTATION 2 MAGAZINE
PSM2
プレビュー

OVERLOAD

A FRANTIC BURST OF FUTURE PS2

トクセンジョウホウ



COLONIC IRRITATION: The PSone games were both 18s, so what's the betting she's not a nice nursey?

EXPECTED UK SUMMER

FACE-TO-MACE: This shot suggests that combat might now take place in a first-person style.

FEAR EFFECT

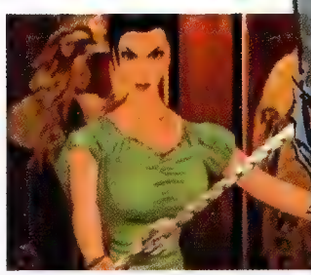
Break out the foot pumps and order in a vat of double choc chip. Hana and her team of demon stalkers are about to fatten out.

Seems that all the old 2D classics are getting plumped up for the transition to PlayStation 2. *Broken Sword*, *Shinobi* and now *Fear Effect* necking the weight gain. It was one of the first titles to experiment with the whole cel-shaded approach to graphics, and its warped mix of *Resi*-style gameplay with cracking Chinese Ghost Story plot made it an underground hit at the time. But that unique 3D factor isn't all it appears to be on first look.

The Idea: This, the third game in the *Fear Effect* series, is the direct continuation of Hana's story after her return from hell. The plot hook this time? Our girl's attempt to waste her Triad boss who's put a price on the head of her lover, Rain.

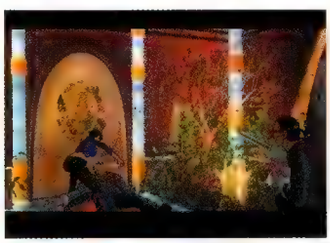
Best Features: The series was always well scripted so we can expect more of the same there, and the semi-shift to 3D – while retaining that comic book look – is already a bit of a hot topic in the office. Yes, *semi*-3D – it's the new cel shading. It seems that the walkabout bits will still be 2D, with the actual battle sequences taking place in "3D environments".

Suffice to say, the only way we're keeping fears of a *Final Fantasy* random battle system in check is by looking long and hard at the beauty of these screens...



BLADE IN HONG KONG: Mystic swords and another trip to the spirit world, we reckon.

TOON PLANNER: Developers Kronos are sticking with the eastern locations and anime feel.



SILVER SCREAM: As with all the earlier *Effects*, the game's littered with sharp cutscenes.

"MULTIPLE ROUTES THROUGH THE ACTION SHOULD GIVE THIS SOME VITAL REPLAY VALUE"

On the rebound though, this is the first *Effect* to ramp the playable character quota up to four (Hana, Rain, Glas and Deke), with each of them having their own suitably grisly finishers. Plus, the news of players being able to take multiple routes through the action should go some way to giving this some vital replay value.

Bottom Line: As the official press release for *Fear Effect* says, "The transition between the 2D and 3D environments is seamless." Hmmm... Like the game's girl-on-girl love interest, PSM2's jury is 'out' until we get to see this feature in action.

ANTICIPATION ★★★★

EXPECTED UK SUMMER

FINAL FANTASY 10-2

While Japanese cosplayers restitch their existing Yuna outfits in preparation for the arrival of *FF10-2* at the end of March, we up UK anticipations with fresh shots and an intro to new lass Paine.

The Idea: It's Charlie's Angels, but set in Spira, with monsters rather than criminals, and (groan) the return of those club-footed random battles.

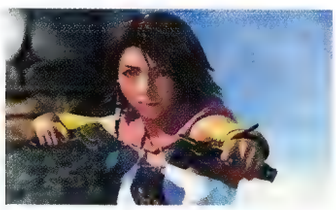
Best Features: On top of a whole new plotline for fans to smother themselves in, there's also some basic platforming in there to jazz up the wandering bits, and a smart new variation to combat. The L1 triggered 'dress up' mode now allows players to pick and choose between their battle roles via a selection of character traits that appear on-screen. If you grow weary of Yuna chucking spells about, you can simply switch her job description from 'magic user' to 'knight' and reap the rewards of a spontaneous change in her attack animations. Nicely.

There's also the promise of some kind of resolution for all those that were completely gutted by the climactic twist of the original, as it looks as though Tidus may well be resurfacing at some point in the proceedings...

Bottom Line: A new plot, new monster types and a new lead character doesn't necessarily make a new game. Probably one that'll only really appeal to those that had the stamina to see Sin/Jehct finally kick the bucket first time round.

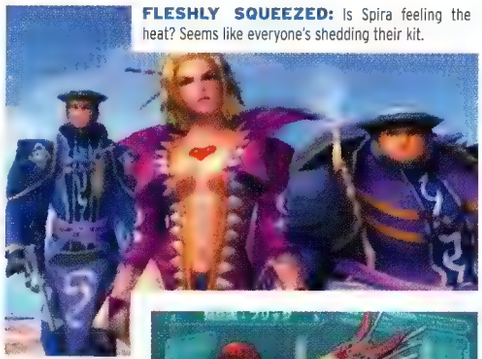
ANTICIPATION ★★★★

"IT'S CHARLIE'S ANGELS, BUT SET IN SPIRA, WITH MONSTERS RATHER THAN CRIMINALS"



TIDUS HIGH: An early trailer shows Yuna having a dream where she's running alongside her ex-boyfriend.

CHANGING DOOMS: Rikku's still got knives, but you can change her attack with the 'dressing up' option.



FLESHLY SQUEEZED: Is Spira feeling the heat? Seems like everyone's shedding their kit.

DRAG STAR: No Highwind this time - instead the girl trio get about in this hotrod-cum-rocketsled.

EXPECTED UK TBC

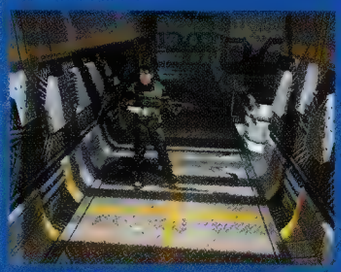
KING OF ROUTE 66

The Idea: Take the instantly forgettable *18 Wheeler* (56% PSM2 # 19) and develop a sequel that attempts to break some new moves across the citizens' band.

Best Features: Sega, realising that arcade games only translate well to consoles when they're less 'arcadey', have added a tarp-load of distractions to the usual cross-country trucking against the clock. Now you can customise your cab (confederate curtains and gold airhorn chains perhaps?), practise parking, chase after trails of bobbing crystals or head out down the lonely road that is the heroic quest mode.

Bottom Line: With *18 Wheeler* and *Big Mutha Truckers* already on the road can we really (pause to wink) be 'trucked' with another heavy duty lump of road haulage?

ANTICIPATION ★★



EXPECTED UK SEPTEMBER

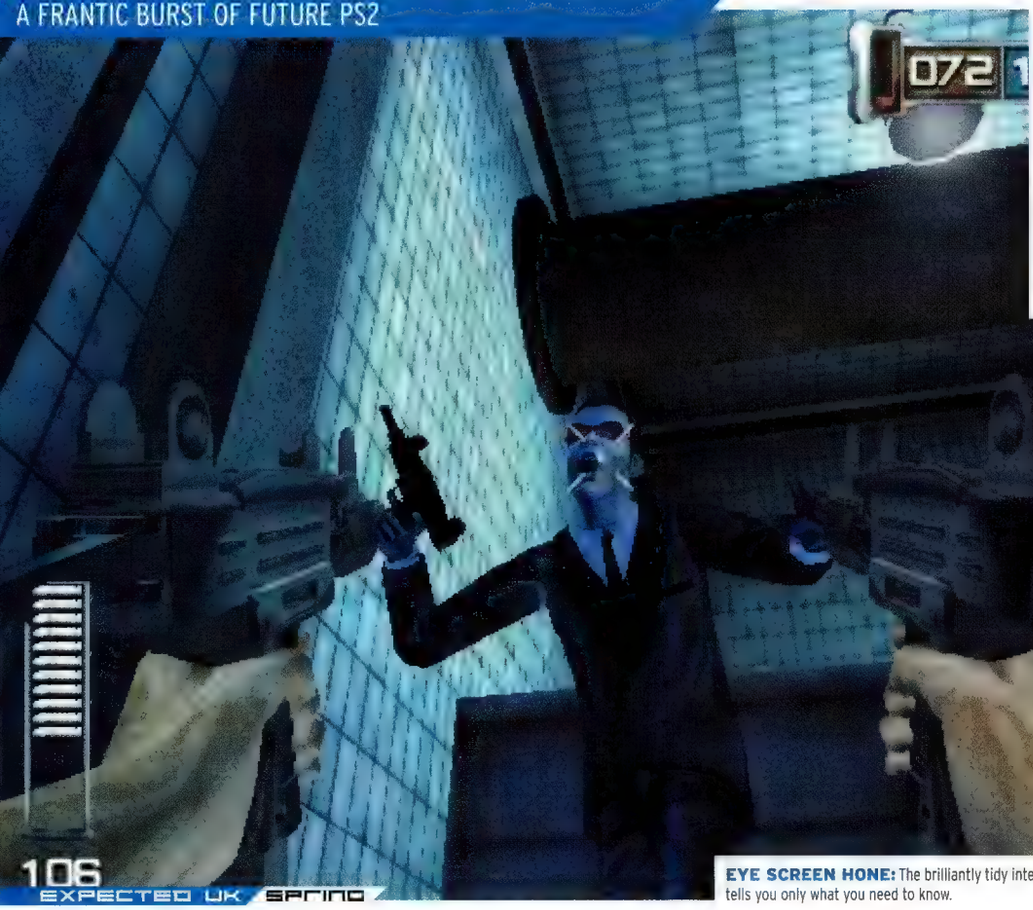
ICE NINE

The Idea: An all-new cold war, with the cold in question being the kind of sniffle only computers can catch. Hence *Ice Nine*, a virus that infects PCs via their power cables.

Best Features: The solution, as far as developer Bam!'s concerned, doesn't involve doughnuts and all-night sessions in front of a screen and keyboard. Nope, it's guns, rocket launchers and remote mines up to the hilt from an FPS perspective. All good stuff, but it's the new 'undercover mode' that got us rummaging through our dressing-up boxes. Wear disguises and dance your covert arse through the levels until the 'you've been rumbled' counter gives out. Neat. Plus there's the two-sided coin of playing as CIA operative James Clayton or a Chinese terrorist working for the Xu organisation.

Bottom Line: We've been saying for ages that the FPS needed something other than Geo-Mod technology to freshen things up. This just might be the Odoreater we've been looking for.

ANTICIPATION ★★★



SWAT'S YOUR PROBLEM: Being a cop you get to do cool cop things with other NPC rozzers, like storm buildings.

DAVID PLAIN: Background texturing might not be the most detailed but, hopefully, it'll mean slippery running speeds.

FOUR BY FLOOR: Capture-the-flag and king-of-the-hill both turn up as variations to the standard deathmatch blood letting.

GROUP MUG: Crowded situations can be quickly defused by grabbing a goon and using them as a human shield.

EYE SCREEN HONE: The brilliantly tidy interface tells you only what you need to know.

DIE HARD: VENDETTA

Yipperdee dudah, yipperdee... KABLAMO. There's no shortage of high fat FPS titles clogging the arteries of PS2 these days, so why should we get excited about the arrival of wrong place/ wrong time cop McClane?

The Idea: Your daughter's been kidnapped during a bungled art heist, and an old nemesis from the criminal fraternity seems to be the perpetrator. Which is more than enough reasons to get all sweary Mary and go on another gun twirling killing spree...

Best Features: It's the first *Die Hard* on PS2 and, as a result, visually it leaves all the previous titles languishing back down in the chocky blocky world of PSone. The levels are nice and spacious and, despite some critics commenting on their linearity, they *do* take in recognisable locations from the films – including the now legendary Nakatomi Plaza.

The addition of a comprehensive multiplayer also boosts the attraction factor, especially when you realise that this is one of the few FPS titles to support a four-player option – there have only been six other titles to attempt this to date. There's a whole load of PS2 exclusive weapons as well (like boxing gloves and paintball guns) and a good variation in modes and team play options to tangle with once you plug in your MultiTap.

Bottom Line: OK, OK – should we get excited? Well, the game had a pretty decent reception when it arrived on GameCube late last year, so if the multiplayer can come within a Bruce Willis hair follicle of the likes of *TimeSplitters* then we'll be showing more than a passing interest when we're invited to go hands-on with code in a couple of months' time...

ANTICIPATION ★★★

TOAST WELCOME: You may have a submachine gun, but why bother when your wiggly flamethrower is still fully stocked.

BRIDGE MAGNET: World maps now come complete with environmental hazards that you need to engineer solutions for.

SPECIAL FIRED DICE: Fans needn't worry, though, the old avatars and their special moves are still the mainstay of the game.

EXPECTED UK TBC

DYNASTY WARRIORS 4

First up, let us never speak of *Dynasty Tactics* again. OK? Good. This is a return to the stuff the *Dynasty* series has always excelled at. Multiple corpses, katanas at dawn and hacky slashy in a period drama kind of way.

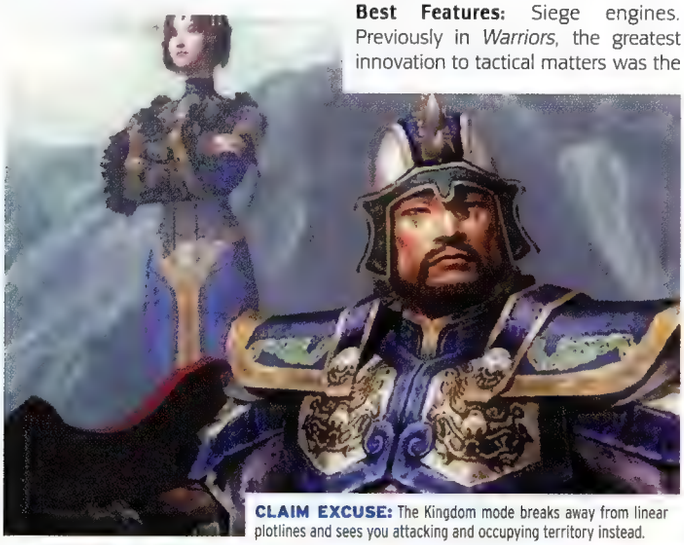
The Idea: Take charge of one of the historic armies of ancient Japan, scramble about blindly in foggy locations, bark orders and slice enemy troops like sushi.

Best Features: Siege engines. Previously in *Warriors*, the greatest innovation to tactical matters was the inclusion of mounted troops and magical attacks. Now, the arrival of lumbering war machines means that the environment plays an important role in your battle plans. Stuck the wrong side of a river? Then get your engineers to build a pontoon bridge. Faced with a highly fortified castle? Then a catapult or battering ram is what you'll be after.

We've also been impressed with news that each of the game's 50 stages will now be completely randomised, with enemy and allied placements never being the same for any two plays.

Bottom Line: Both the *DW* and *Kessen* series have scored well with PSM2 and it seems that the two styles of game are starting to merge. Good news, in our opinion.

ANTICIPATION ★★★



CLAIM EXCUSE: The Kingdom mode breaks away from linear plotlines and sees you attacking and occupying territory instead.

CHUCK ALL BROTHERS: More siege engines in action. This time a line of catapults is brought in to breach the walls of a fort.

EXPECTED UK TBC

DRAG-ON DRAGOON

The Idea: Flyboy Kain is a dragon straddling prince out to avenge the death of his parents.

Best Feature: This better not be a lengthy game or no-one will get past the hilarious placement of hyphenates in the title. Reasons to be cheerful, though: it's an RPG from Enix that promises three styles of combat in a similar vein to Sony's *Drakan*. Air-to-air, air-to-ground and ground-to-ground. As such, we're probably looking at something much more hands-on than the usual icon-wearying turn-based adventures we've seen from them before.

Bottom Line: *Drakan* bombed on PS2 but, perhaps, the more populated locations and arcade-styled sword play will lift this higher in our expectations.

ANTICIPATION ★★

EXPECTED UK MAY

DANCE DANCE REVOLUTION MAX

The Idea: A mat, a mat and some music. Mix it all together and you've got the future of one of the most compelling party titles ever.

Best Feature: A massive 85 tracks to shake your booty to, as well as the Workout mode where you can chart the calories as they fly from your chubby arse. Also, the addition of hold arrows means that instead of just dabbing at different points, you have to balance on one leg while the other flaps about. While this won't be the PS2 visually, the difficulties cramp your calves before lights out.

Bottom Line: There's a solid PSone fan base for this, so it'll be interesting to see how well the game's received on PS2.

ANTICIPATION ★★★

EXPECTED UK MARCH

MOTO GP3

The Idea: Bikes. But not the same old bikes we've seen twice before. Oh no. This is the bollock rocket equivalent of the third place.

Best Feature: Ooooh, the high speed frottage of leather-clad groin chafing seat (absent) and engine noises so realistic you'll go to bed and tap out gear changes in your dreams. Seriously though, there is a bundle of fresh stuff in there to tickle those nerdy counters.

This is the first MGP to feature a tour, with split-screen multiplayer, there's a brand new cockpit view for completists, plus five fresh race venues – powering the total track number up to an unrivalled 34.

Bottom Line: OK, so we lied when we said "bundle". The tweaks to the standard formula are really only of interest to die-hard fans.

ANTICIPATION ★★

EXPECTED UK TBC

HUNTER: THE RECKONING – WAYWARD

The Idea: Take an old-skool isometric RPG – you know, the sword-in-hand-dice-and-a-dungeon-master variety – and turn it into a third-person action adventure. Sounds bloody awful, doesn't it?

Best Features: Four characters defend the tower of Ashcroft from hordes of the undead – didn't see that coming, right? Gameplay appears to stretch beyond sound after round of gussied thanks to some spell attacks (called Edges). Plus, each of the four levels have their own special attacks that they can call up at any point across the games 25 levels.

Bottom Line: An idea that's launched a thousand rubbish titles – Twin Caliber anyone? Chances are this'll be a fine.

ANTICIPATION ★

DON'T MISS THIS!

"TREAT ME GENTLY"

MAJOR REVIEWS

ZOE 2
Tenchu 3
Rayman 3
Splinter Cell

EXCLUSIVE PREVIEWS

X-Men
The Hulk
Daredevil
Soul Calibur 2
Die Hard Vendetta

WORLD PREMIERE
ENTER THE MATRIX
See it first on DVD – only with PSM2!

TOMB RAIDER: THE FIRST VERDICT

No-one's as outspoken as PSM2. We're the FIRST mag to play *The Angel of Darkness*. We'll tell you EVERYTHING.

Magazine contents subject to change

BE FIRST TO KNOW THE TRUTH

PSM2 #34 ON SALE FRIDAY 14TH MARCH

GAMESPLANET.CO.UK

GamesPlanet!

£29.99

£29.99

£29.99

UP TO 50% OFF THE LATEST GAMES

FREE RECORDED DELIVERY ON RELEASE DATE

TERESA MAY'S LIVE CHAT LINE IN 30 SECONDS

YOU'LL BE CHATTING WITH ONE OF HER ADULT FRIENDS

09066 423 259

PO BOX FORUM, LONDON N18 2BU.

09066 Calls cost £1.00 per min all times. All calls recorded.

Dating Direct 09068 38 38 98

INTERACTIVE MESSAGE EXCHANGE

P.O. BOX BCM1461, LONDON WC1N 2XX. 09068 Calls cost 60p per minute at all times.

FUNHOUSE

Your 1 stop video games shop. Every UK Playstation 2 game stocked. Next day delivery anywhere in the UK. 1000s of games all formats stocked.

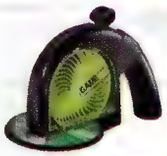
www.playstationgames.net email: fun.house@virgin.net

Tel: 01322 523416 Fax: 01322 559672

31 Crayford High St, Crayford, Kent DA1 4HH

GAMEDR

CD & DVD REPAIR DEVICE



"This device is truly incredible ... Any CD user really can't afford to be without it" PC Plus 10/10-Editors Choice

GAMEDR SKIPDR

Available at
Virgin Megastores
Virgin Megastores *xpress*
Dixons - PC World - Currys
Game

GAMEDOCTOR™

The World's first CD & DVD scratch repair device

The award winning GameDoctor is scientifically proven to repair the primary disc-related causes of screen freezing, booting problems, skipping and distortion in all CD's and other optical media. In conjuction with enviromentally-friendly resurfacing fluid, it's patented radial polishing process, repairs abrasions and light-to-medium scratches while also cleaning dust, fingerprints and other surface imperfections. Cleaning action also reverses to work on more serious scratches. Suitable for Music CD's and DVD's Playstation1 ™, PS2 ™ Nintendo Game Cube ™, X-Box ™, PC Games.

For more information - www.pinpointce.co.uk

Games Patches

TINNUD.CO.UK GAMING FOR GAMERS

(01328) 851352

Cheats Reviews

Top Games – Low Prices!

Check out tinnud.co.uk for the best range of games at incredibly low prices today!

Free UK delivery!

Plus: Win a game of your choice every month for a whole year! See website for more details...

No.1 FOR PLAYSTATION 2 PSM2

DREAM CONSOLES

For all your gaming requirements contact info@dreamconsoles.com

Tel: 0115 9566171

www.whitedog.co.uk

Hardware, repairs & upgrades • Mail order specialists

Tel: 01782 838182 • Open Monday-Saturday 10-5pm

www.next-gen.co.uk

Game over.....NOT!

01252 523227

gamesradar.com

FUTURE GAMING NOW!

msn Games powered by

FROM THE MAKERS OF PSM2

gamesradar.com

GAMES NEWS AS IT HAPPENS

EVERY GAME / EVERY MACHINE / EVERY MINUTE / EVERY DAY

LAST LAUGH

PlayStation®2

DANCE DANCE

peaceful resolution

27 playable ethnic minorities, including Inuit, Basque and Aluetian natives.

Encourage laser-spitting robots to deal with their issues through regressive therapy and interpretive dance.

Community service sub-games: push deprived children on the swings, bake cakes for the vicarage fête, and write stern letters of complaint to your MP – no resorting to vulgarity, mind.

Vegan, non-capitalist power-up system: no pig hearts or gold dubloons here.

Kittens! Babies! Gandhi!

"You couldn't make it up!"
Richard Littlejohn

"If only this game existed when I were a nipper"
Jack 'The Hat' McVitie

"Which one's the 'inoffensive platitude' button again?"
Mothers Against Mayhem and Murderous Youths (MAMMY)

TESTED ON PRIESTS!

All we are saaaaying – is give peace a chance. Yes, engaging in frank and open discussion was never as popular as bouncing on someone's head and tearing open their trachea – until now. If you're worried that little Timmy's being perverted by criminalisms, after a gift for the parson, or simply looking for a game that might silence the chattering in your own head, this is your answer. *DDPR* features absolutely *no* swearing, lewd conduct, violence, tromboning or anything else that could offend anyone. Anyone at all. What *does* it have? Take a look up there...

CALL ME 24/7, I'VE GOT WHAT YOU NEED!

The Cheatmistress presents

CHEATS UNLIMITED

A SIMPLE CALL AND YOU'VE GOT THE CHEAT

CHEATS TIPS & WALKTHROUGHS

TOP WALKTHROUGHS PLUS OVER 10,000 CHEATS & TIPS

PLAYSTATION 2

A = 0 1
Ace Combat 4: S. Skies
Ace Combat: D. Thunder
Age of Empires 2
Agent Under Fire
Aggressive Inline
Airblade
Alex F's Player Man. '02
Alex F's Player Manager
All Star Baseball 2002
All Star Baseball 2003
All-Star Pro. Wrestling 2
Alone in the Dark 4
American Pro Trucker
Ape Escape 2
Aqua Aqua Wetrix 2
Arctic Thunder
Armageddon (MDK2)
Armoured Core 2
Armoured Core 3
Army Men Green Rogue
Army Men RTS
Army Men: Air Attack
Army Men: Land Sea Air
Army Men: S's Heroes 2
Atlantis 3: New World
ATV Off-Road Fury
ATV Off-Road Fury 2

B = 0 2
Baldur's Gate: Dark All.
Bass Strike
Batman Vengeance
Big Mutha Truckers
BIG: NBA Street
BIG: SSX Snowboarding
BIG: SSX Tricky
Blade 2
Blood Omen 2
BloodRayne
Bloody Roar 3
BMX XXX
Bombad Racing
Bond 007: Nightfire
Bond: Agent Under Fire
Bouncer
Bounty Hunter: Star Wars
Britney's Dance Beat
Burnout
Burnout 2 Point of Impact

C = 0 3
C.Bandicoot: W.of Cortex
C-12 Final Resistance
CAPCOM vs SNK 2
Cart Fury
Casper: Spirit Dimensions
Chamber of Secrets
Checkmate
Chris Edwards' Ag. Inline
Circus Maximus
Citizen Kabuto (Giants)
City Crisis
Code Veronica X
Colin McRae Rally 3
Commandos 2
Conflict Zone
Conflict: Desert Storm
Contra: Shattered Soldier
Cool Boarder 2001
Crazy Bump's: Car Bat.
Crazy Taxi
Cricket 2002
Cyprien's Chronicles

D = 0 4
Dare Devil
Dark Alliance
Dark Angel
Dark Cloud
Dark Legacy
Dark Summit
Dave Mirra BMX 2
David Beckham Soccer
DDRMAX: (D. D. Rev. 6)
Dead or Alive 2
Dead to Rights
Delta Force: U. Warfare
Desert Storm (Conflict)
Deus-Ex
Devil May Cry
Digimon World
Dino Stalker
Disney's Dinosaur
Disney's Kingdom Hearts
Distant Thunder
DNA Dark Native Apostle
Donald Duck: Quack Att.
Downforce
Dr. Muto
Dracula Last Sanctuary
Dragonball Z: Budokai
Draken: Ancient Gates
Driven
Driving Emotion Type-S
Dropship
Drum Mania
Dynasty Warriors 2
Dynasty Warriors 3

E = 0 5
Ecco the Dolphin
Eden, Project
Eggo Mania
Eighteen Wheeler
Elemental Force
Elite Force: Voyager
Emotion Type-S (Driving)
End Game
Ephemeral Phantasia
Episode 1: Star Fighter
Escape Monkey Island
ESPN Int. Track & Field
ESPN Int.Winter Sports'02
ESPN NBA Tonight
ESPN NBA Tonight 2002
ESPN NFL Primetime 02
ESPN Skateboarding
ESPN Snowboarding
Eternal Ring
Eve of Extinction
Evergrace
Evil Twin
Evolution Snocross
Extermination
Extreme G 3
Extreme Racer

F = 0 6
F1 2001
F1 2002
F1 Champ. Season 2000
Fanta Vision
Fatal Frame
Fellowship Of The Ring
FIFA 2001
FIFA 2002
FIFA 2003
Fifa World Cup 2002
Final Fantasy 10
Final Fantasy 8
Fire Blade
Forever Kingdom
Formula 1 2001
Four by Four Evolution
Freekstyle
Freestyle BMX 2
Frequency
Frontline (M. of Honor)
Fur Fighters

G = 0 7
G1 Jockey
Gauntlet: Dark Legacy
Getaway
Ghost Recon
Giants: Citizen Kabuto
Gitaroo Man
Godai: Elemental Force
Golf, Swing Away
Gradius 3 & 4
Gran Turismo 2
Gran Turismo 3
Gran Turismo Concept
Grand T Auto: Vice City
Grand Theft Auto 3
Grandia 2
Grandia Xtreme
Gravity Games
Green Rogue
GTA 3
GTA: Vice City
Guilty Gear X
Guilty Gear X Plus
Gun Griffon Blaze
Gundam: J to Jaburo
Gungrave

H = 0 8
Half Life
Harry Potter
Harry Potter Ch Secrets
Harvest Moon: Homeland
Headhunter
Heroes of Might & Magic
High Heat Baseball 2002
Hitman 2: Silent Ass.
Hot Shots Golf 3

I = 0 9
In Cold Blood
Int. Super Soccer
Int. Superstar Soccer 2
Int. Winter Sports 2002
ISS Pro Evolution

J = 1 0
J McGrath's S'cross World
J. Moseley's Mad Trix
J.Bond: Agent Under Fire
Jade Cocoon 2
Jak & Daxter
James Bond: Nightfire
Jedi Star Fighter
Jekyll & Hyde
Jikkyou World Soccer '00
Jikkyou World Soccer '01
Jojo's Bizarre Adventure 2
Just Bring It

K = 1 1
Kelly Slater's Pro Surfer
Kengo: M. of Bushido
Kessen
Kessen 2
Kinetica
King of Fighters 2000
Kingdom Hearts
King's Field: Ancient City
Klonoa 2
Knockout Kings 2001
Knockout Kings 2002

L = 1 2
L. of Kain: Blood Omen 2
L. of Kain: Soul Reaver 2
Largo Winch
Le Mans 24 Hours
Legaia: Duel Saga
Legend of Black Kat
Legends of Wrestling
Legends of Wrestling 2
Legion: Leg. of Excalibur
LMA Manager 2002
LMA Manager 2003
Loony Tunes Space Race
L. of Rings Two Towers
Lord of Rings: Fel. of Ring
Lotus Challenge

M = 1 3
Madden NFL 2001
Madden NFL 2003
Major Lgue Baseball '02
Major Lgue Baseball '03
Martian Gothic
Master of Bushido
Mat Hoffman's Pro BMX 2
Max Payne
Maximo
McGrath's S'cross World
MDK2
Medal of Honor Front.
Men In Black 2 Alien Esc.
Metal Gear Solid 2
Midnight Club
Mike Tyson Boxing
Millionaire
Minority Report
MLB Slugfest 2003
Mobile Suit Gun.F.v Zeon
Monkey Island (Escape)
Monsters Inc
Mort.Kombat: Deadly All.
Moto GP
Moto GP 2
Motor Mayhem
MTV Music Generator 2
MTV Skateboarding
Mummy Returns
MX 2002
MX Rider
MX Superfly

N = 1 4
Namco Museum
Nascar 2001
Nascar Heat 2002
NASCAR Thunder 2002
NBA 2K2
NBA 2K3
NBA Hoopz
NBA Live 2001
NBA Live 2002
NBA Live 2003
NBA Shootout 2001
NBA Street
NBA Tonight 2002
NBA Tonight, ESPN
NCAA Football 2002
NCAA Football 2003
Need for Speed H.Purs.2
NFL 2001
NFL 2002
NFL 2003
NFL 2K2
NFL Blitz 2002
NFL Blitz 2003
NFL Primetime 2002
NFL Q'back Club 2002
NHL 2001
NHL 2002
NHL 2003
NHL Hitz 2002
Nightfire
No One Lives Forever

O = 1 5
Off Road Wide Open
Oni
Onimusha 2
Onimusha: Warlords
007 Agent Under Fire
007 Nightfire
Operation Winback
Operative (N.O.L.F.)
Orphen

P = 1 6
Parappa the Rapper 2
Parasite Eve 2
Paris-Dakar Rally
Penny Racers
Pirates: Leg. of Black Kat
Player Manager 2001
Player Manager 2002
Police 24/7
Pool Master: Q-Ball
Portal Runner
Prisoner of War
Pro Evolution Soccer
Pro Evolution Soccer 2
Pro Rally 2002
Project Eden
Project Zero

Q = 1 7
Quack Attack
Quake 3 Revolution
Quest for Dragon B. Staff

R = 1 8
R.Carmichael's MX 2002
Raging Breath
Ratchet and Clank
Rayman 2
Rayman M
RC Revenge Pro
Ready 2 Rumble 2
Real Robot Regiment
Red Card Soccer 2003
Red Faction
Red Faction 2
Reign Of Fire
Res. Evil Gun Survivor 2
Res.Evil: C. Veronica X
Return to C. Wolfenstein
Revolution: Quake 3
Rez
Ridge Racer 5
Ring of Red
Rise of the Akkadian
Road Rage
Robot Wars
Robotech: Battlecry
Rocket Power Bch.Bandits
Rocky
Romance of 3 Kingdom 7
RTS: Army Men
Rumble Racing
Rune: Viking Warlord
Rygar: Legendary Adv.

S = 1 9
S Palmer's Snowboarder
Scooby Doo: 100 Frights
Scorpion King
Sega Soccer Slam
Seven Blades
Shadow Hearts
Shadow of Memories
Shadow Of Zorro
Shadowman 2
Shinobi
Shox
Silent Hill 2
Silent Scope
Silent Scope 2
Silent Scope 3
Silpheed: Lost Planet
Simpsons' Skateboarding
Simpsons: Road Rage
Sims
Sky Odyssey
Slam Tennis
Sled Storm
Sly Cooper & Thievius R.
Sly Racoon
Smackdown! 3: J. Bring It
Smackdown! 4: Shut Y.M.
Smash Court Tennis
Smugglers Run
Smugglers Run 2
SOCOM: US Navy Seals
Soldier of Fortune
Soul Reaver 2
Spiderman The Movie
Splashdown
Spy Hunter
Spyro: Ent.the Dragonfly
SSX - Snowboarding
SSX Tricky
Star Trek: Elite Force
Star Wars Jedi Starfighter
Star Wars: Bounty Hunter
Star Wars: Racer Revenge
Star Wars: Star Fighter
State of Emergency
Street Hoops
Stuntman
Suikoden 3
Summoner
Summoner 2
Sunny Garcia: Surfing
Super Bust A Move
Super Trucks
Supercar St. Challenge
Superman S of Apokolips
Surfing H30
Swing Away Golf

T = 2 0
T. Woods PGA Tour 2001
Tarzan Freeride
TD Overdrive
Tekken 4
Tekken Tag Tournament
Tennis 2K2
Terminator: Dawn of Fate
Test Drive: Wide Open
The Bouncer
The Fellowship Of Ring
The Getaway
The Legend of Black Kat
The Mark of Kri
The Mummy Returns
The Scorpion King
The Simpsons Skateboard
The Simpsons: Road Rage
The Sims
The Thing
The Two Towers
The Weakest Link
Theme Park World
This is Football 2002
This is Football 2003
Throwdown: UFC
Thunderhawk: Op.
Tiger Woods Golf 2002
Tiger Woods Golf 2003
Time Crisis 2
Time Splitters
Time Splitters 2
TOCA Race Driver
Tokyo Extreme Racer
Tom & Jerry: W.of Whisk.
Tom Clancy: Ghost Recon
Tomb Raider 4
Tony Hawk's 3
Tony Hawk's 4
Top Gun: Combat Zones
Total Immersion Racing
Track and Field
Transworld Surf
Triple Play 2002
Triple Play Baseball
Turok: Evolution
Twisted Metal Black
Ty the Tasmanian Tiger

U = 2 1
UEFA Champion League
Ult.F.Champ: Throwdown
Unreal Tournament
US Navy Seals (SOCOM)

V = 2 2
Vampire Night
Vice City, G.T.A.
Victorious Boxers
Virtua Tennis 2
Voyager Elite Force
V-Rally 3

W = 2 3
W Games Snowboarding
Wacky Races
Warlords (Onimusha)
Warriors of M & M
Way of the Samurai
WDL: War Jetz
Weakest Link
Wetrix 2
White Out
Who Wants 2BA Million.2
Wild Arms 3
Wild Wild Racing
Winback
Winter Sports 2002
Wipeout Fusion
World Rally Champ.2 Ext.
Worms Blast
Wrath of Cortex
WRC: World Rally Champ
Wreckless: Yakuza Miss.
WWE Smackdown! J.B.I.
WWE Smackdown! S.Y.M.
WWF Smackdown! J.B.I.

X = 2 4
X-Men: Next Dimension
X-Squad
Xtreme G3

Y = 2 5
Yanya Caballista: Skater
Yu-Gi-Oh! Duel Monst. 2

Z = 2 6
Zone of the Enders
Zorro (Shadow Of)

0-9 = 2 7
007 Agent Under Fire
007 Nightfire
102 Dalmatians
18 Wheeler
2002 FIFA World Cup
4x4 Evolution
7 Blades

Plus Many More...

PlayStation
PlayStation 2
PC
XBOX
GAMECUBE
Dreamcast
NINTENDO 64
GAME BOY ADVANCE
GAME BOY COLOR

Cheats & Walkthroughs also available for all these consoles.

All logos are trademarks of their respective companies

CALL NOW

- OVER 10,000 CHEATS AVAILABLE
- THE LATEST CHEATS ADDED EVERY DAY
- COMPILED BY GAMING EXPERTS
- 100S OF QUALITY WALKTHROUGH GUIDES

AGED 16 OR OVER, CALL THIS NUMBER NOW

09066 095 373

AGED UNDER 16, CALL THIS NUMBER

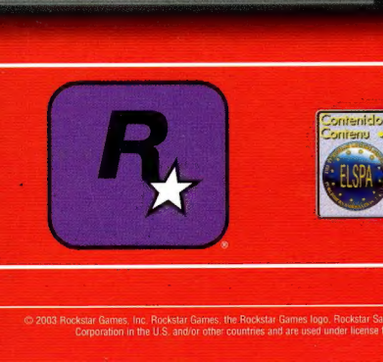
09066 095 681

CALLS TO THE ABOVE NUMBERS COST ONLY 60p PER MINUTE

NON-UK CALLERS: +44 700 590 7575

Please ensure you have permission from the bill payer before calling. Each call to the under 16's number will cost no more than £3.00, and will end at 5 minutes. Mobile phone call charges may vary. Please put any comments or questions in writing to Interactive Telcom Ltd, 8 Grants Walk, PL25 5AA, or email: custserv@cheatsunlimited.com, or call our

24hr Customer Service: (Freephone) 0800 081 6000



Contenido + Contenuto
Contenu + Content
ELSPA OK 15+
© ELSPA

PC CD ROM

XBOX LIVE ONLINE ENABLED

PlayStation.2
ONLINE BROADBAND ONLY

WWW.ROCKSTARGAMES.COM/MIDNIGHTCLUB2

© 2003 Rockstar Games, Inc. Rockstar Games, the Rockstar Games logo, Rockstar San Diego and the Rockstar San Diego logo are trademarks of Take Two Interactive Software Europe Ltd. Rockstar Games and Rockstar San Diego are subsidiaries of Take Two Interactive Software Europe Ltd. Microsoft, Xbox and the Xbox Logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. "PS" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. All Rights Reserved. Online play requires internet connection and Network Adaptor for Playstation®2 (sold separately). The Online icon is a trademark of Sony Computer Entertainment Inc.

Made with love by

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!